

15TH ANNIVERSARY!

## GAMES

NEW  
WORLD  
ORDER

When Columbus landed in the West Indies 500 years ago, the scene looked something like this—except for the 18 mistakes we've purposely planted. How many can you find? Answers, page 40





## New Releases!

### The Tainted Sword

*The first  
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**I**n the rich tradition of the DUNGEONS & DRAGONS® game, *The Tainted Sword* is the spellbinding tale of a knight's quest to regain his honor and his magical blade. Follow Fain Flinn, known in legends as Flinn the Mighty, as he seeks to conquer and destroy the malevolent dragon that threatens the land of Penhaligon.

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### Haunted Tower Adventure pack

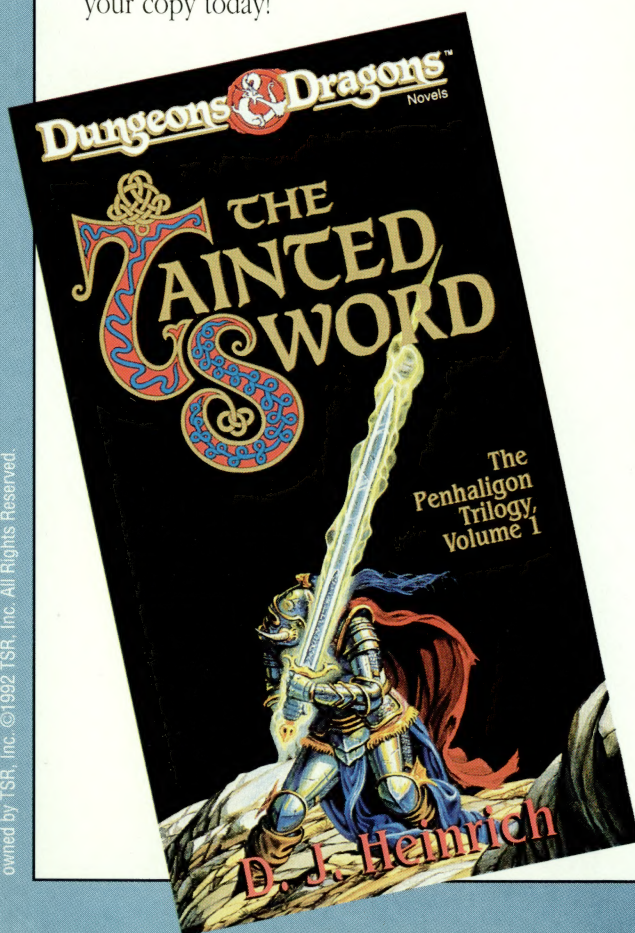
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**L**ook for this DUNGEONS & DRAGONS® product display featuring *The Tainted Sword* novel and *Haunted Tower Adventure pack* at book, game and hobby stores everywhere!







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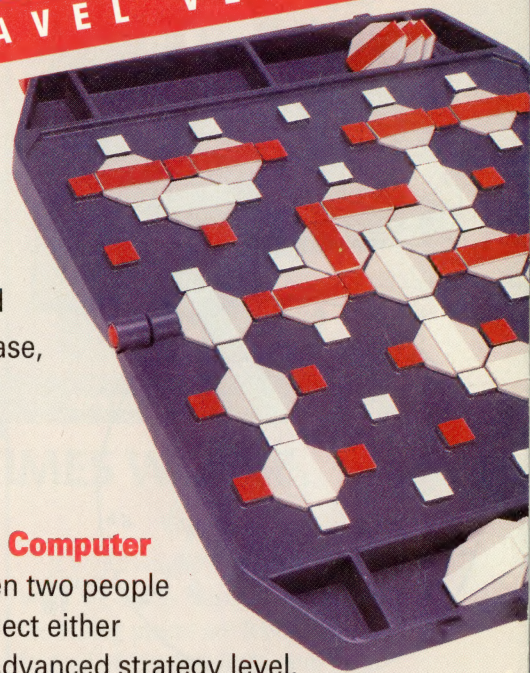
*The Connections Strategy Board Game is now available in three exciting models. Choose the version that's right for you!*

# CONNECTIONS™

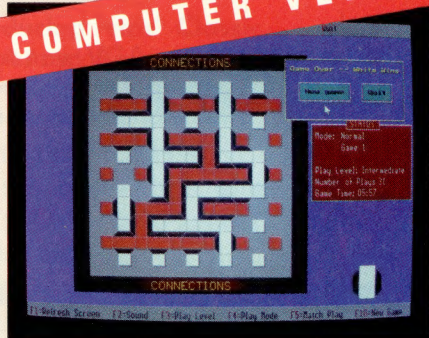
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TRAVEL VERSION



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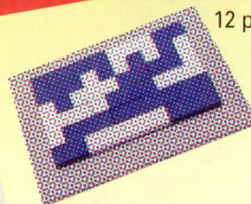


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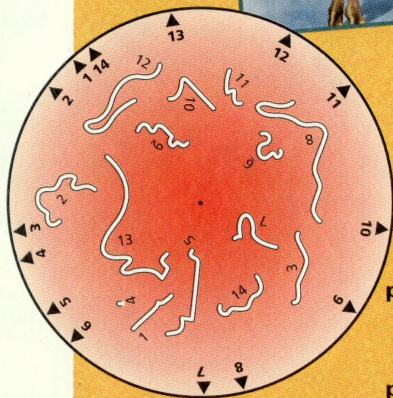


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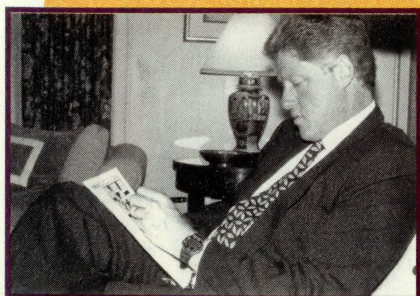


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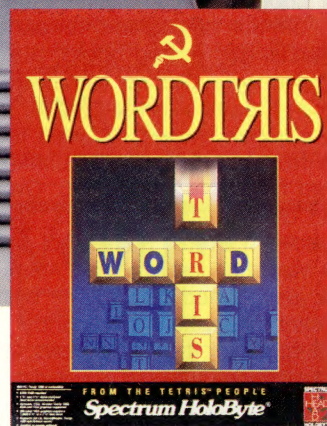
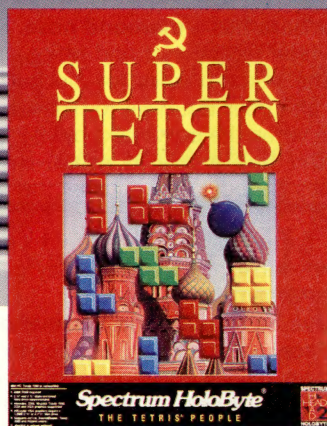
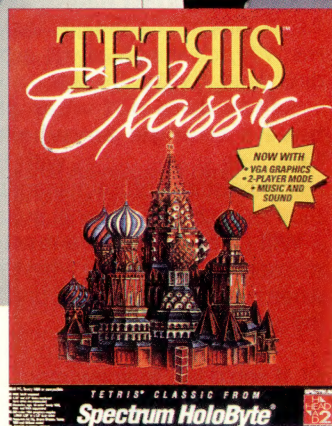
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★ Easy Hike    ★★ Uphill Climb    ★★★ Proceed at Your Own Risk    ★★ Mixed Terrain



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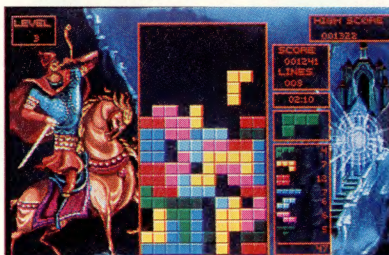


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# OUT OF OUR GOURDS



Welcome to GAMES's 15th anniversary celebration!

It's been quite a year for us. Since our resurrection in July 1991, we've hosted a world puzzle championship, introduced the "Game of the Year" feature, presented the first die-cut puzzles in any magazine, hooked the country on single-image random-dot stereograms, reviewed 83 commercial games and books, published 313 Pencilwise puzzles, and awarded more than \$15,000 in contest prizes.

Since our new owners restarted the magazine from scratch, our circulation has climbed from zero to 200,000. Over 80 percent of the new subscribers have resubscribed—an almost unheard-of figure in the magazine industry. And *MagazineWeek* just named GAMES the best entertainment magazine in the country.

To celebrate all this good news, as well as to mark the October cover date, we commissioned a pumpkin carver to create likenesses of the 10 members of our editorial and art staff, and we then turned the pumpkins into a logic puzzle. They are presented in mixed order above and below. No two people whose first names are alphabetically adjacent have pumpkins that are horizontally adjacent. Obviously, the women don't have mustaches, but otherwise you don't need to guess the sex of the faces. Can you fig-

ure out, by logic, who's who?

■ **Amy is shown with a triangle somewhere on her face.** She helps edit Pencilwise, and once on April Fools' Day (at a former job) convinced a colleague that she was quitting to come to work for GAMES—something she actually did one year to the day later.

■ **Barbara has a diamond nose.** She's a part-time receptionist and office manager. She solves puzzles for much of each day, and does not have to hide the magazine when the boss walks by!

■ **Burt has a round nose.** He edits Games & Books, coordinates the annual GAMES 100, and is our chief copyeditor. The former editor of *Chess Life*, he spends most of an average day playtesting new games.

■ **Dave has a diamond somewhere on his face.** He does most of the electronic imaging for the magazine. For example, for this page, he scanned 10 individual pumpkin photographs into a computer and then manipulated them to achieve the proper size, color, and background.

■ **Mark has a diamond nose and wears glasses.** He edits the Letters page and handles most of the magazine's correspondence. Before GAMES, he was a Frisbee entrepreneur and cruise ship athletic director.

■ **Mike wears glasses.** He edits Pencil-

wise and will soon edit our new spinoff publication, *Pencilwise Extra*.

■ **Peter has neither a mustache, perfect half-circle eyes, nor dimples.** He oversees Wild Cards, contest results, proofreading, and contracts, and tests almost everything that goes in the issue.

■ **Rick has perfect half-circles as eyes.** As art director, he designs the magazine. His wife, coincidentally, is a production director at *The New Yorker*.

■ **Sandy does not wear glasses or have a triangle anywhere on her face.** She shares duties with Barbara as receptionist and office manager, and contributes occasional original puzzles.

■ **Will (that's me) has a mustache.** I try to coordinate everyone's best ideas, and when inspiration hits add one or two of my own.

That's all you need to know about us. If you'd like to know more about you, see the GAMES readers survey quiz (page 10). And if you'd like to join us, try the Nationwide Scavenger Hunt (page 48); one reader will win an all-expenses-paid trip to New York to join the GAMES staff—working with the same 10 people pictured on this page—for a whole week. Then you can be out of your gourd, too.

Will Shortz  
Editor

ANSWER, PAGE 40





# GAMES

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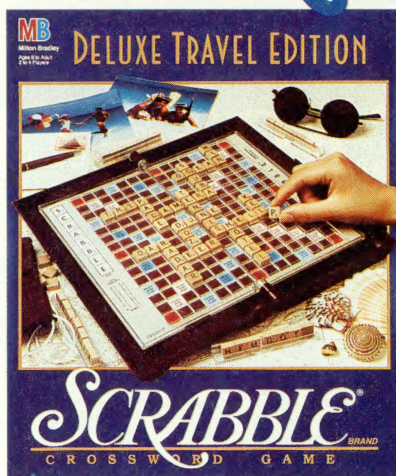
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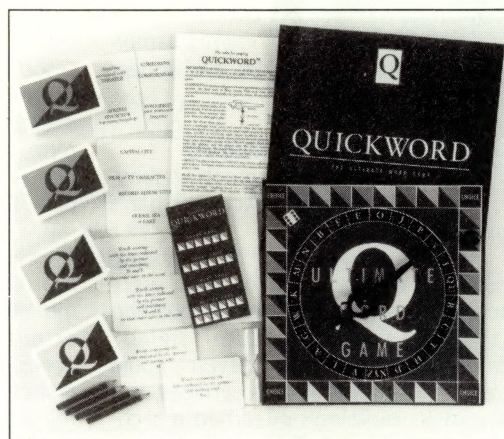
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# LETTERS

## ENVELOPE OF THE MONTH



Frank Thompson  
Largo, FL

## ALL THE TIME IN THE WORLD

Thank you for the opportunity to participate in the U.S./Canada qualifying test for the World Puzzle Team Championship (announced in April). It was an enjoyable experience trying to complete the 32 puzzles in 90 minutes. Before receiving the answers in your follow-up letter, I tried to see how many I could do without the time constraint. It took me about 3½ hours to get solutions I felt good about. Even then my score was only 230 points. I don't know how the top two qualifiers were able to do better than that in less than half the time. I thought I was pretty good at puzzles, but there is a whole other level at the top.

Mark Maughan  
Fountain Valley, CA

*A complete report on GAMES/Times Books' 1st World Puzzle Team Championship, with sample puzzles, will appear next issue.—Ed.*

## CATCHING A FEW RAYS

As a radiologist and photography hobbyist, I was fascinated by Dan Dyckman's stereograms (April).

In radiology a number of years ago, two views of the chest or skull were made using slightly different angulation of the x-ray tube to produce "stereo" radiographs. A mirrored "viewer" could be used to see these stereo images, but many of us radiologists learned a technique identical to Mr. Dyckman's.

An interesting variation for stereograms is to "cross" your eyes in the other direction than described in your instructions. This will give an inverse image so that the foreground and background are reversed.

Barry J. Brown, MD  
Nashville, TN

*More stereograms and a new contest will appear soon.—Ed.*

## WHICH WAY TO TOAD SUCK?

Our advanced math class took on the "Calclatrivia V" (February) quiz as a class project and had a blast with it. Though we missed several answers, we had a great time and made a lot of friends while doing the research. To top it off, thanks to a forged editor's name on some fake GAMES stationery, I snookered the students into believing that they'd won a consolation prize ... an all-expense-paid trip to Toad Suck Ferry. So gullible were they that I finally had to confess before they packed their bags! Thanks for a fun contest.

Carol Robinson  
Christ Presbyterian Academy  
Nashville, TN

## WHAT'S IN A NAME?

Clever man, your contributor Robert Leighton. In his "Pict-O-Search" (August), the three leftover pictures in the puzzle illustrate his name: ROBOT, LEI, TON.

Andrew Neiman  
Dallas, TX

## PIXTURE THIS

At the bottom of the Table of Contents page (August), for the art credit you printed the word "pixture" instead of "picture." Was this a misspelling?

Joshua Schaer  
Bellevue, WA

*Good eyes, but no, the spelling's right; the word is new. According to our art director, Rick Stark, who coined the term, a pixture is an electronic collage. The word is a combination of picture, pixel, and mixture.—Ed.*

## LAUNDRY

*If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.*

## •Ornery Crossword (August, page 37).

We guess we needed a scented slap in the face when we said that "Thanks—I needed that" (Hard Clue 94-Down) was the slogan for AQUA VELVA. It was the slogan for Mennen Skin Bracer. As J. Bradley, of Rocklake, ND, wrote, "Those of us 'Mennen' boys who were old enough to shave at the time those commercials ran, know that 'There's something about ... Aqua Velva ...' that just doesn't fit."

•**Double Cross** (August, page 36). "You double-crossed us with definition Q," claimed Annette Blais, of Schlaghticoke, NY. "Gone With the Wind fits the spaces properly, but it is not the 'Only Pulitzer-winning novel to become a Best Picture Oscar-winner.' All the King's Men won both awards, too."

## EUREKA

*Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.*

## •Steeds Ambidextrously Spoonfeed

**Desserts** (June, page 8). Bob Heasley, of Sewickley, PA, and others wrote that SCINTILLESCE is a better choice than HAPPENCHANCE for the longest word containing each letter exactly twice. Heasley also pointed out that "hijinks" is as good as "Fiji" for the most consecutive dotted letters. Kyle Corbin, of Raleigh, NC, accounted for SUBBOOK-KEEPER (from Webster's 2nd New International Dictionary), which has more consecutive doubled letters than a regular BOOKKEEPER. Corbin also scored with the highest opening play in Scrabble, which, depending on your source, can be MUZIKS (128 points) or ZYXOMMA (130).

## •Playing Card Ladders (Wild Cards,

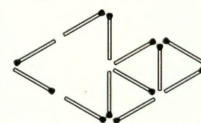
June, page 62). Joey White, of Cottage Grove, OR, was one of several readers who used one rung less than we did in getting from STUD to DRAW. His seven-step ladder: STUD, STUB, STAB, SLAB, SLAW, CLAW, CRAW, DRAW.

## •Heads Up! (August, page 64).

We bow our heads to Daniel Cichetti, of Raleigh, NC, and other readers who bettered our 24-step solution to "Coin Flip." His elegant 22-stepper (L = left, R = right): nickel-R, R; dime-L, nickel-L, L; quarter-L; nickel-R, R; penny-R, R, R; dime-L; quarter-L; dime-R, R; quarter-L; dime-L; penny-L, L; nickel-L; penny-R, R. Another solution replaces our first eight steps with penny-R, R; nickel-L; penny-L, L; dime-L.

## •Puzzle Book Sampler (August, page

26). Ken Boone of Bangor, ME, came up with a third solution to Puzzle #1, getting four triangles as shown at right.





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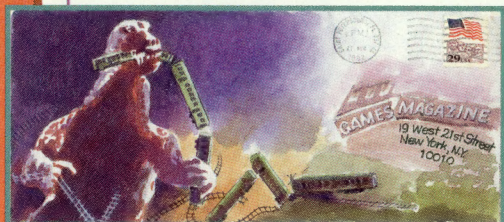
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Fou

*A complete report on Books' 1st World Puzzle Championship, with sample puzzle next issue.—Ed.*

## CATCHING A FEW

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In radiology a number of views of the chest are made using slightly different angles of the x-ray tube to produce radiographs. A mirrored image can be used to see these stereograms. Many of us radiologists find the image identical to Mr. Dymally.

An interesting variation is to "cross" your eyes in the other direction than described in the instructions. This will give you a different image so that the foreground and background are reversed.

Barry J. Brown, MD  
Nashville, TN

*More stereograms and a new contest will appear soon.—Ed.*

## WHICH WAY TO TOAD SUCK?

Our advanced math class took on the "Calclatrivia V" (February) quiz as a class project and had a blast with it. Though we missed several answers, we had a great time and made a lot of friends while doing the research. To top it off, thanks to a forged editor's name on some fake GAMES stationery, I snookered the students into believing that they'd won a consolation prize ... an all-expense-paid trip to Toad Suck Ferry. So gullible were they that I finally had to confess before they packed their bags! Thanks for a fun contest.

Carol Robinson  
Christ Presbyterian Academy  
Nashville, TN

## WHAT'S IN A NAME?

Clever man, your contributor Robert Leighton. In his "Pict-O-Search" (August), the three leftover pictures in the puzzle illustrate his name: ROBOT, LEI, TON.

Andrew Neiman  
Dallas, TX

•**Double Cross** (August, page 36). "You double-crossed us with definition Q," claimed Annette Blais, of Schlaghticoke, NY. "Gone With the Wind" fits the spaces properly, but it is not the 'Only Pulitzer-winning novel to become a Best Picture Oscar-winner.' *All the King's Men* won both awards, too."

## EUREKA

*Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.*

## •Steeds Ambidextrously Spoonfeed Desserts

(June, page 8). Bob Heasley, of Sewickley, PA, and others wrote that SCINTILLESCE is a better choice than HAPPENSTANCE for the longest word containing each letter exactly twice. Heasley also pointed out that "hijinks" is as good as "Fiji" for the most consecutive dotted letters. Kyle Corbin, of Raleigh, NC, accounted for SUBBOOK-KEEPER (from Webster's 2nd New Internat-



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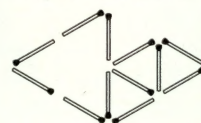
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gion for women skin care. As J. Bradley, of Rocklake, ND, wrote, "Those of us 'Mennen' boys who were old enough to shave at the time those commercials ran, know that 'There's something about ... Aqua Velva ...' that just doesn't fit."

20). Ken Boone of Bangor, ME, came up with a third solution to Puzzle #1, getting four triangles as shown at right.





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## DUFFERS IN THE DARK

Some would argue that golf—wherein mostly grown men in funny pants stroll around in the woods swatting balls with sticks—is a silly enough sport already. But an even sillier twist on the sport is catching on at golf courses all over the country. It's called Nitelife Golf, and yes, it's played in the dark.

The game uses a transparent plastic ball that's filled with a replaceable iridescent green substance that glows for about six hours. The flags, tees, and cups glow in the dark, too, and players are allowed to carry flashlights, but there are no other lights on the greens or fairways. According to Joe Kristosik, a pro at the Aquamarine Resort and Country Club in Avon Lake, Ohio, golfers usually team up in groups of four and play in a "scramble tournament," where each golfer shoots from the tee and then all proceed from the



same point as the player who has made the best shot. After shooting again, they again choose the best shot and continue from there, until one player sinks a putt. The team that finishes the course most quickly wins the tournament.

Kristosik says that since most of the

people who stay at the Aquamarine are corporate types, "they're usually tied up during the day, so they appreciate the chance to get out on the course after their business is done. It's a less stressful, more fast-paced version of the game, and everyone who plays says they want to come back." Kristosik says that Nitelife Golf has become so popular that the Aquamarine hosts as many as five tournaments a night.

The iridescent golf ball was invented by Corky Newcomb in 1986, and his company, Pickpoint Sports, has franchised the gimmick to over 2,500 courses in the United States. Curious nocturnal swingers can contact the company at P.O. Box 445, Mirror Lake, NH 03853. ■

## ALL GAMES, ALL THE TIME

With the proliferation of specialized cable channels these days, it seems there's a network for every interest, from rock 'n' roll and comedy to country music and live courtroom trials. But there's never been a place for game lovers to turn—until now. Starting next year, not one



but two 24-hour cable game channels will be on the air.

One enterprise, the Game Channel, is being launched by Pat Robertson, the evangelist, one-time presidential candidate, and head of cable's Family Channel. The Game Channel will program a mix of original shows with reruns of syndicated classics. The new games will each be about different topics; there will be separate shows devoted to sports, music, movies, history, and news, as well as a trivia quiz for children.

The Game Channel's 24-hour schedule will also include interactive "PlayBreaks." By calling a 900 number, viewers across the country will be able to play along by telephone. Tim Robertson, son of Pat and president of the Family Channel, promises that the "ability to merge millions of telephones

## THE MARIO SCENARIO

Mario, the chubby plumber from Nintendo's popular series of videogames, has already had his own Saturday morning cartoon and a weekday half-hour comedy; he has an album of videogame-related songs; he was featured in the Fred Savage film *The Wizard*; and Nintendo claims that more American kids recognize him than Donald Duck. But would you believe a Super Mario Bros. movie starring Dennis Hopper? Believe it: It's coming next spring.

Hopper, who will play the evil King Koopa, isn't the only high-profile Hollywood talent on the project. Producers Jake Eberts and Roland Joffe have done *Driving Miss Daisy* and *The Killing Fields*; directors Rocky Morton and Annabel Jankel were behind the original *Max Headroom*; the script is by Barry Morrow (*Rain Man*) and Ed Solomon (*Bill and Ted's Excellent Adventure*). And for the casting coup of the year, would you believe Bob Hoskins as Mario? ■

across North America with millions of cable homes will create an entertainment revolution."

Meanwhile, Sony Pictures Entertainment and the United Video Group (distributors of such cable superstations as WGN Chicago and WPIX New York) are teaming up to develop the Game Show Channel. This network has been in research and development for over two years, and United Video chief Larry Flinn believes that 75 percent of cable subscribers will watch it on a regular basis. Sony owns the rights to more than 10,000 game show episodes, including *Jeopardy!*, *Wheel of Fortune*, *The Gong Show*, *The Newlywed Game*, and *The Dating Game*. No word yet on what kind of original programming will be offered—but we know that if they put the old Art Fleming *Jeopardy!*s back on the air, we'll be there. ■



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# Survey Says

By The Editors of GAMES



## GETTING TO KNOW YOU

1. What percentage of GAMES readers would you guess are male?
2. Within five years, what is the readers' median age?
3. What percentage of readers are under 18?
4. The median household income in the U.S. as a whole is \$30,325. Within \$10,000, what is the GAMES readers' median household income?
5. What percentage of readers graduated from college?
6. What percentage are teachers?

## EXAMINING THE ISSUES

7. According to the trade group Magazine Publishers of America, the average reader spends 51 minutes on a consumer magazine. Within 30 minutes, how long on average does a GAMES reader spend with an issue of GAMES?
8. Within two, how many times on average does a GAMES reader open a copy of GAMES?
9. What percentage of readers save old issues when they're done with them?

## PUZZLING IT OUT

10. Asked to rate each regular feature in the magazine from "totally enjoy" to "never do," readers gave the highest rating most often to which one of the following: mazes, logic problems, photographic puzzles, trivia quizzes, 3-star crosswords, The World's Most Ornerly Crossword, Pencil Pointers, Double Cross, Eyeball Benders, or Photocrime?
11. When readers were asked to name the one thing that they liked the most about GAMES, which of the following was the #1 answer?



Last September GAMES sent a survey to 1,000 randomly selected subscribers to find out more about the people who read the magazine.

The survey contained 134 tightly spaced questions, some with multiple parts, crammed into eight pages. It took about an hour to complete. To thank the readers for their help, we enclosed a dollar bill. Astonishingly, 75% of the recipients took the trouble to return the completed surveys. Some readers even sent back the dollar! Those are two indications of how unusual—not to mention unusually loyal—GAMES readers are.

On this page is a quiz based on the survey's results, as compiled for us by Beta Research Corporation. How well do you know GAMES readers? Since you're a reader, you already have a head start. Note: In all questions that ask percentages, count yourself correct if you guess within 10% of the answer. ANSWERS, PAGE 40

- a) It's challenging/it makes you think
  - b) It comes in all levels of difficulty
  - c) It has so much variety
  - d) Everything
12. Asked to name one thing they disliked about the magazine, they said ...
    - a) It's too easy
    - b) It's too hard
    - c) It doesn't come often enough
    - d) It went out of business once
    - e) Nothing
  13. Readers were asked to rate the difficulty of the games and puzzles in GAMES as: much too hard, a little too hard, about right, a little too easy, or much too easy. What percentage said it is about right?
  14. What percentage of readers said they'd like to see more Pencilwise puzzles?
  15. What percentage said they'd like to see more original games for two or more players?
  16. What percentage said they "like a lot" or "totally enjoy" cryptic crosswords?
  17. What percentage never do word search puzzles?
  18. What percentage look for the Fake Ad?

readers play traditional games (chess, bridge, Scrabble, etc.) with family or friends at least once a month?

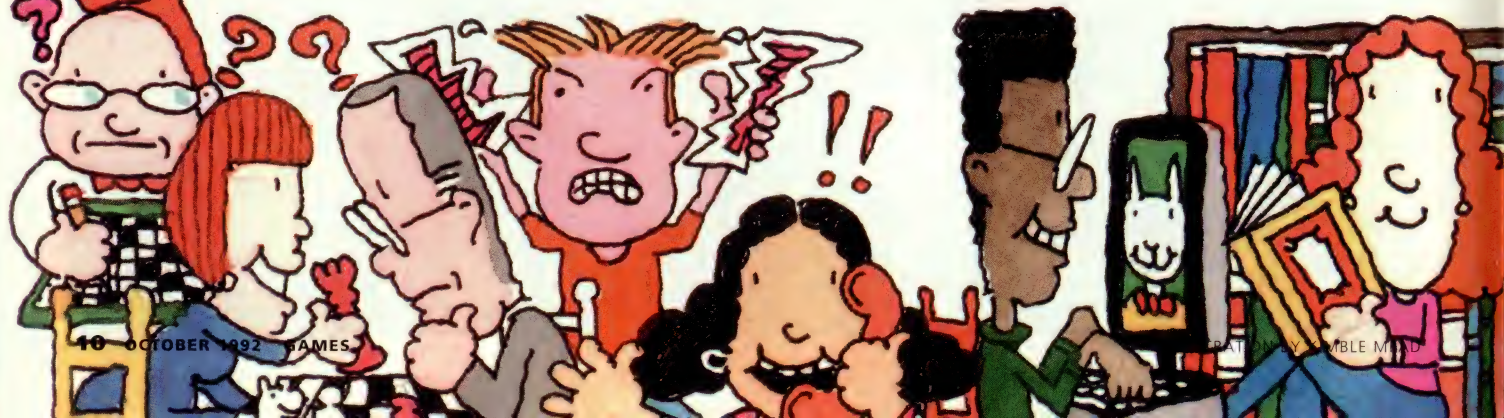
20. Which of the following is the readers' favorite traditional game: bridge, chess, Monopoly, Scrabble, or Trivial Pursuit?
21. What percentage of readers play chess at least occasionally?
22. What percentage solve jigsaw puzzles?
23. What percentage purchased a game during the past 12 months?
24. What percentage own a video-game system?
25. What percentage play video-games at least once a week?
26. Of readers who own a computer, what percentage use it to play games?

## ODDS AND ENDS

27. About 15% of American households own a computer. What percentage of GAMES households own one?
28. What percentage of readers own a telephone answering machine?
29. Within three, how many books did the average GAMES reader read during the past 12 months?
30. What percentage of readers personally belong to a book club?

## OTHER GAMES PEOPLE PLAY

19. What percentage of GAMES





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# SPONTANEOUS COMBUSTION

by Eric Berlin

At THEATRESPORTS  
the motto is  
"Don't Be Prepared"

"BOOOOOO!"

The audience at a New York City theater is gleefully furious. The targets of their scorn, three judges at the front of the crowd who have just given poor marks to a pair of actors on the stage, sink deeper into their seats as the actors egg on the audience: "That's *right!*" they yell over the uproar. "Let 'em know how you feel!" As if the audience needed egging on.

This, believe it or not, is improvisational comedy. You may have seen improv before, but you've never seen it like this. In Theatresports—two parts improv and one part competition—a troupe of actors divides into teams, which then compete with one another in a variety of theatrical games inspired by language, culture, and absolutely anything else.

The actors onstage at the moment, Dan Diggles and Hugh Sinclair, are members of a team called The Great Sucking Void of Improv. They have just finished improvising a whirlwind skit encompassing not one but a whole slew of theatrical styles—from Brecht to Greek drama to *American Gladiators*—all suggested by the rowdy audience. As impressive as it was, the skit doesn't earn enough points to let the Void catch up to Waiters for Godot, who had previously won over the judges and the audience with an improvised musical comedy entitled "My Life as a Worm." And before that, a third team of actors, Blood and Guts, challenged to begin each sentence of their skit with the letters of the alphabet in order, had handled the feat admirably all the way to X.

The three judges offer their opinions in the form of scorecards, each judge ranking the scene from 0 (really horrible) to 5 (just about perfect). The judges look not only for humor but also for a coherent story line and skillful improvising. Their decision, whatever it happens to be, inevitably spurs audience reactions ranging from enthusiastic agreement to, more often, boisterous contempt: "Dog-breath!" "Slime-pig!" "Maggot!"



Judges sometimes "honk" a boring scene to bring it to a screeching halt—the equivalent of the old-time vaudeville hook with which stage managers used to drag bad acts off the stage. Though honking seems cruel, the actors usually appreciate having an endless scene put to rest by a merciful judge. "Feel free to honk," says the emcee to the three judges before each show. Rarely are the judges so sadistic as to honk a scene





that is actually good. They feel uncomfortable honking even a poor scene, and like to give the actors a few more seconds to get back on track. When that does not happen, the judges give the actors, well, a few *more* seconds. But this is frustrating for everyone. One night, when his scene was going nowhere, actor Peter-Michael Marino leaped into the audience, grabbed a judge's horn, and honked *himself* off.

Theatresports is the brainchild of Keith Johnstone, who runs the Loose Moose Theatre in Calgary, Alberta. It began primarily as a way to spice up his acting classes—a little competition always keeps things moving—but it quickly developed into a full-fledged theatrical format. There are now Theatresports teams all over the world. In Scandinavia, the competition is set in a boxing ring, and the audience pelts boring improvisers or



stingy judges with foam sponges, though several branches use cream pies instead. Most Theatresports troupes meet several times a week before a paying audience, but there are also national and international tournaments—well-planned improvised invitationals—all scored like a theatrical Olympics by the ever-present judges.

Though the object of any competition is to produce a winner, at Theatresports cooperation is more important than winning. That's what makes improvisation—and Theatresports in particular—so appealing. Artistic director Laura Livingston explains: "Sometimes we get an audience member after the show who insists that what they've just seen was scripted and staged, not improvised on the spot. There's no greater compliment. They really can't believe that people can cooperate so closely as to improvise a musical drama about, say, a toaster. People aren't *used* to cooperating. They come here to watch that lost art get revived."

"That's what got me into it," says improviser John Brady. "I came here one night with some friends and watched these people working together so well ... I was addicted. I knew I had to do that myself."

Brady certainly has the concept of cooperating down pat. There's an exercise called "Go Figure," in which an actor must guess a common cliché that is being acted out by his or her teammates. Brady watched an opposing team try to convey "The grass is always greener on the other side of the fence." The teammate trying to figure it out guessed just about every cliché ever created except the correct one. Finally, with mere seconds left (Go Figure exercises are always timed), Brady leaped onto the stage, walked back and forth across an imaginary line while saying, "No, I think I like this one better ... no, *this* one is definitely better ... no, no, I think *this* one looks nicer ..."—and just as the buzzer sounded the team got the answer. The team earned not only rousing applause from the audience but also high scores from the judges—higher than what Brady's own team had achieved. Brady then turned to the audience and said, "Why'd I do that?"

The answer is that cooperation always comes first, a concept that would turn any other sport upside-down. Can you imagine a batter's own teammates running out of the dugout to catch a fly ball?

Meanwhile, the competition is heating up between The Void and Waiters for Godot, with Blood and Guts chanting "It's never too late! It's never too late!" Blood and Guts isn't having their best night, but they're taking it with customary good humor.

The challenges are getting a bit rambunctious. The referee, who is a different actor from the troupe each show, has decreed a "Challenger's Revenge" round. This means that the team that poses a particular challenge does not actually have to do that challenge themselves, which allows them to make it as difficult as possible for their opponents. While there is a semiofficial "Theatresports Playbook" that contains 184 possible exercises, challenges are limited only by the imaginations of the players. This leads to conversations like this:

Challenger (actress Sheila Head): "Okay, we challenge you to a scene where you cannot talk unless you're touching someone else."

Opponent (Cate Smit): "Oh, that doesn't sound too bad."

Head: "Right. Except you're not allowed to use your arms."

So, with their arms behind their backs, the actors perform a scene in which they carry on a conversation *while playing shuffleboard* (an evil suggestion from the audience). Actor Richard Paris solved the shuffleboard problem memorably with an upside-down crutch, which, since he couldn't use his arms, he manipulated with his mouth.

In another Challenger's Revenge, Kat Koppett had to do a scene in which she was allowed to utter nothing but song lyrics. Her team immediately struck back with an equally absurd challenge: Kenn Adams idly picked up a random blue feather and challenged his opponents to do a scene in which the feather was "worshiped as a god figure." Next, two actors staggered through a scene where they were not permitted to use verbs. (Try it if you dare.) The no-verb scene was itself one-upped by the next challenge, a scene entirely devoid of words.

Given all these bizarre games, actors learn to expect the unexpected. For instance, a gaping hole in a wall at Theatresports New York was created by actress Dylan Grey while carrying out a challenge to do a "sideways scene" with her partner. A sideways scene is normal in every way except that the actors must perform lying on their sides with their heads toward the audience, giving viewers the impression they are watching from above. Gray apparently forgot that the wall was not

quite as sturdy as the floor, and when she kicked it, her foot went right through. This might have brought a real performance to a disastrous close, but the improv team quickly made it seem as if they had planned it that way.

But that doesn't always work. Scenes are normally accompanied by music or sounds chosen by the sound improviser. If

## MAKING THINGS UP AT A TOWN NEAR YOU

Where to find Theatresports around the U.S. and Canada:

Bay Area Theatresports (BATS)  
P.O. Box 884192  
San Francisco, CA 94188  
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Chattanooga, TN 37405  
(615) 756-1942

Loose Moose Theatre Company  
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Calgary, Alberta T2E 6L2  
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Los Angeles Theatresports (LATS)  
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it's a farm scene, for instance, the sound person might cue up a tape of farm animals. In one case, a scene died a quick death when, in the midst of a tender love scene, Trey Kay (his real name) got down on one knee and began to serenade his partner with the Carpenters' hit "We've Only Just Begun" at the exact moment that the sound improviser, Laurie LaDeux, cued up the very same song. To the audience it might have seemed planned, but Kay was so startled by the coincidence that he stopped singing and stared open-mouthed first at the amplifier, then at the audience. When he realized that he had broken the scene and was just sitting there in shock, he doubled over laughing. The judges wasted no time honking the scene. "It's a sound improviser's dream to cue up such a perfect thing that it cracks up the actors," said LaDeux. "Boy, that was satisfying."

The opposing team invariably meets a challenge by saying "We accept, and we'll go first." Well, maybe they'll let the other team go first, but they always accept. First of all, they're not allowed to refuse. But more important, they'd accept anyway.

"Improvisation is the art of saying yes," says Dan Diggles, who teaches as well as performs improv. "It's ironic—in real life, people feel that the only way to stay safe is to say no to everything. The safest people in the world probably never leave their

house. But onstage, if you say no to everything, you'll automatically fail, guaranteed. The only way to succeed is to take amazing risks. That's another reason why people are so impressed with improvisers. They feel that improvisers are doing something amazing, when in fact anyone can improv if they're willing not to censor themselves."

About once a year, in fact, anyone really *can* improvise onstage, thanks to Theatresports New York's Stanislavski Open, named for the famous Russian acting teacher. The Stan Open, as it is commonly known, opens up Theatresports to any interested professional and amateur improv group and usually draws about a dozen teams.

Last year, a group calling themselves Improv Dada got fouled up while pretending to be actors in a terrible play that they were inventing on the spot. Two actors started contradicting one another and began fumbling, almost hopelessly it seemed, to get their scene back on track. They were close to being honked off the stage when a third teammate, jumping to the rescue, asked the mock director, "Excuse me—are they supposed to be improvising?"

Not only did they not get honked off, they won. ■

*Eric Berlin is a freelance writer and playwright. Prior to researching this story, he had never been called a maggot.*

## STAGE YOUR OWN IMPROV PARTY!

*Improv is difficult to do well enough to satisfy a paying audience, but you and your friends can perform for each other just for fun. When improvising, begin by establishing a reference point to help the audience understand the scene. For instance, set up a relationship between the actors, or define the location in which the scene takes place.*

*Following are some improv games suggested by Bay Area Theatresports, Theatresports New York, and the Loose Moose Theatre Company.*

★ **THE ALPHABET SCENE** Two or more participants improvise a scene, beginning each sentence of the dialogue with successive letters of the alphabet from A through Z.

★ **MONOSYLLABIC SCENE** In this scene, no word can be longer than one syllable. If you think this is a snap, give it a shot and see if you don't change your mind.

★ **ADD-A-WORD STORY** Players sit in a circle. One player starts a story with a single word, and each successive player adds a word to create a logical tale with a beginning, middle, and end. If a player adds more than one word, or pauses too long, or commits a non sequitur, that person is out. Play continues until one person is left, who finishes the story.

★ **FREEZE TAG** Two players begin improv-

ising a scene. At some point, a third player shouts "Freeze!" and the players stop their scene and freeze in position. The new player takes over the exact position of one of the improvisers, beginning a new scene that in some way makes sense of the positions they're in. The ousted player then shouts "Freeze!" after a few moments and the game continues.

★ **QUESTION GAME** A scene or conversation consisting entirely of questions. (Inspired by a scene from Tom Stoppard's *Rosencrantz and Guildenstern Are Dead*.)

★ **CAMPFIRE** Not exactly a competition, but fun nonetheless. Players begin talking about a fictional person, whom it is assumed everyone knows very well. Players share made-up anecdotes and ask each other questions ("Were you there when Ralph painted his car with polka dots?") that others must answer sensibly ("Yeah, Ralph was always into polka dots. He painted his dog with polka dots, too."). Ideally, someone walking into the room wouldn't realize this person was fictional.

★ **HISTORY LESSON** On separate pieces of paper, players write down the names of common objects. Players take turns drawing papers from a hat two at a time, then giving a "history lesson" explaining the previously unknown connection

between the two objects. If, for example, you picked "blender" and "wallpaper," you could explain that blenders were invented originally for mixing old-fashioned wallpaper paste.

★ **GIBBERISH STORY** Everyone gets paper and pencil. Each player in turn tells a piece of a story using a made-up language called Gibberish. After each player tells a section of the story, everyone writes down what he or she thinks that person has said. The next player then continues the story in Gibberish. After everyone has told a part of the gibberish story and has written down his or her guess as to what was said, the stories are read aloud. Feel free to use elaborate gestures.

★ **SECRET WORD** One person comes up with a random list of common words, which are written on pieces of paper and stuck to the backs of the players, one word per person. Players try to get each teammate in turn to say the secret word on his or her back, preferably in the context of a scene, preferably without charades.

★ **SCENE WITHOUT \_\_\_\_\_** A conversation or scene in which a common word ("the" or "I," for instance) cannot be used. Or you can try a Scene Without Adjectives or a Scene Without Nouns. Quite difficult.



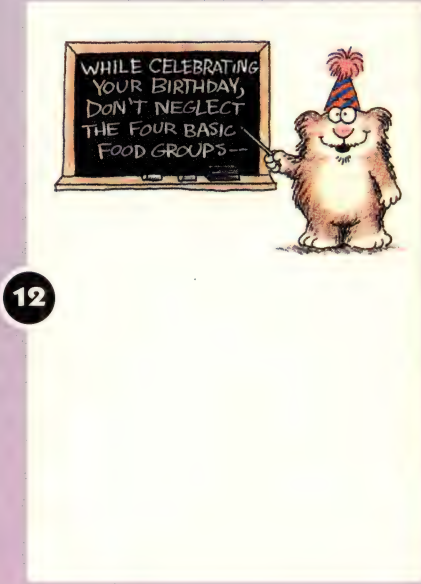
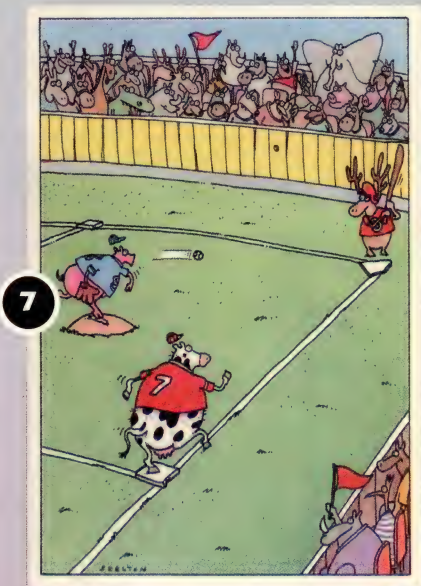
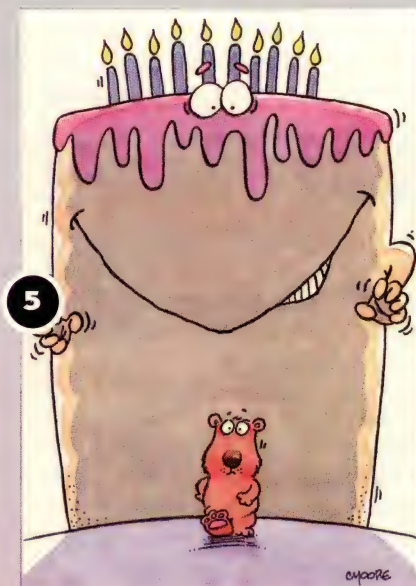


# It's Not In the Cards

BY MARK DANNA

For our 15th birthday, 15 friends sent us humorous birthday cards from Shoebox Greetings ("A tiny little division of Hallmark"). But knowing our fondness for puzzles, they all cut the cards in two and sent the halves separately—and anonymously! Using your logic and sense of humor, can you help us match the card fronts (1-15) with the gags (A-O) inside?

ANSWERS, PAGE 40





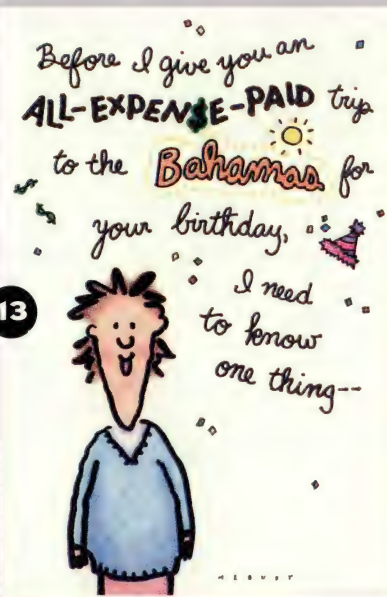
3



8



13



- A.** I decided just to send you a card. Happy Birthday
- B.** Chocolate fudge, chocolate brownies, chocolate mousse, and chocolate chip cookies.
- C.** See—there are worse things than birthdays.
- D.** But enough about your cake ...
- E.** Kinda like when a huge bug smashes head-on into your windshield *right* in your field of vision, so you hit the wipers to remove it but all they do is smear the little bugger all over, so you lay on the spritzers, dousing the windshield and that kinda works, but only on the upstroke, 'cause on the downstroke, it smears all over again, so you finally roll down your stupid window to wipe it off by hand, but you forget the wipers are still on and you get splashed ...
- F.** Make sure you get it on videotape! That TV show pays big bucks for that kind of stuff!
- G.** Just be sure to show up at about 2:15 A.M. with a flashlight and good running shoes.
- H.** You still want it if I can get it back?
- I.** ... a cardo. Happy Birthday
- J.** \$2000.00 on Mastercard, \$1000.00 on Visa, \$500.00 on American Express ...
- K.** Funny how it sneaks up on you. Happy Birthday
- L.** Ha ... you're doing it! I knew it! You're actually doing it. I knew you'd have nothing better to do on your birthday. Geez—get a life already!
- M.** May your birthday be filled with unexpected delights.
- N.** Your Visa number.
- O.** Party 'til the cow comes home. Happy Birthday

14



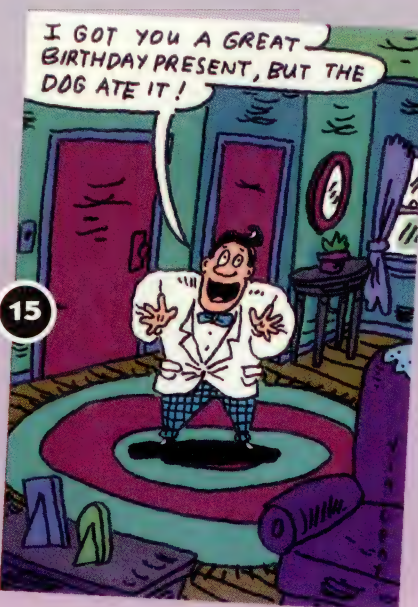
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9



15





# Whirl-A-Pix

A year ago, when we first introduced Whirl-a-Pix to GAMES readers, most of you were probably skeptical that the odd-looking disks with twisty slots could actually yield fine drawings. But judging from the number of entries the Whirl-a-Pix contest produced, a great many of you soon became believers.

Now it's time to take a new set of disks out for a spin, to be followed by an all-new challenge.



carefully draw a line through slot #2.

- Continue rotating the disk and drawing lines until all the slots on the disk have been used—always making sure that you have properly registered the arrows.
- When you have drawn all the lines, remove the pin and Whirl-a-Pix disk to reveal the completed drawing!

## Bonus Puzzle

When you've finished all three Whirl-a-Pix disks and identified the drawings, you're ready for the final challenge. Write down the names of the three items pictured. Then rearrange the letters to spell a common three-word phrase. If you can discover this phrase, you'll be eligible to win one of the contest prizes.

## Equipment

To play, you'll need a pencil, a straight pin or thumbtack, three clean sheets of paper, and a piece of smooth cardboard (or anything you don't mind sticking a sharp pin through).

## How to Play

Punch out the three perforated disks on the next page. Place one of them (it doesn't matter which) onto a sheet of paper, and push your pin or thumbtack through the dot in the disk's center. Position the wheel so that arrow #1 (on the perimeter of the wheel) is at the top. Make a mark on the paper underneath next to the arrow. Now draw a line through slot #1, carefully following its contours without moving the wheel.

- Remove your pencil. Rotate the wheel so that arrow #2 lines up with your registration mark. As before,

## Winning

One correct entry will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts.

## Entering

Write your three-word phrase on a postcard or letter and mail it, along with your name and address, to: **Whirl-a-Pix 2, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by November 2, 1992.**

By  
**Robert  
Leighton**



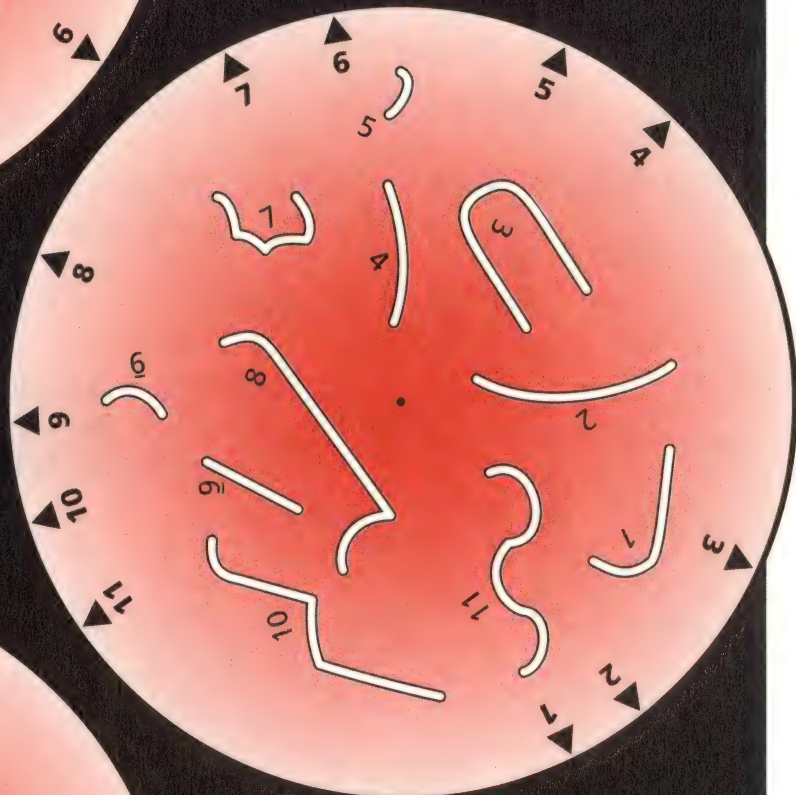
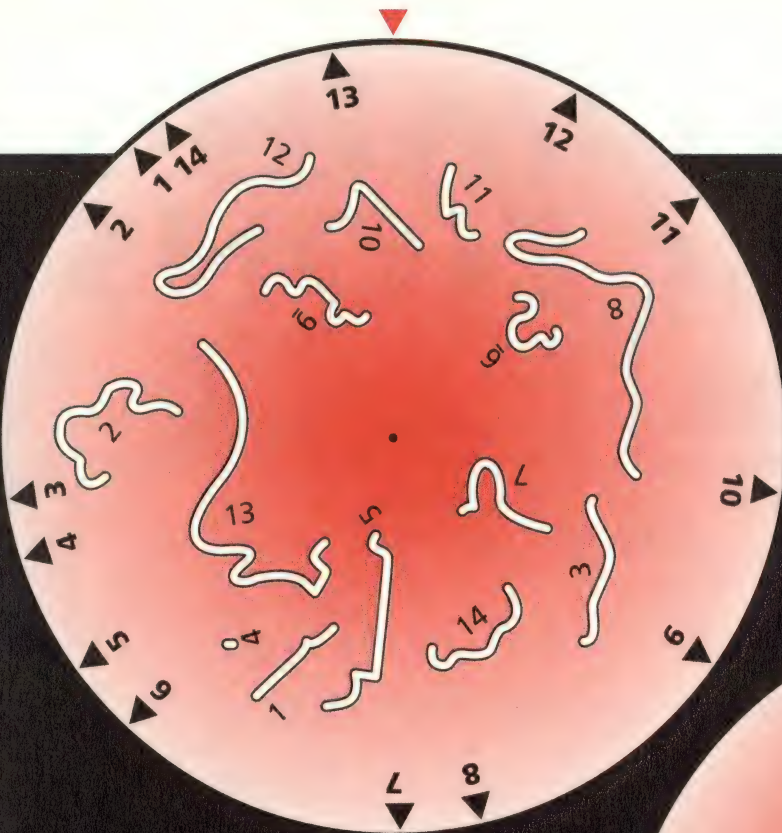
## "What Goes Around Comes Around"



## CONTEST

**Grand Prize**  
\$1,000 worth  
of puzzles\*  
**10 Runner-Up Prizes**  
A GAMES T-shirt

**Punch out the three Whirl-a-Pix disks and remove the paper in the slots. Then use each disk to make a picture. See instructions on the facing page.**



\*Your choice of \$1,000 worth  
of puzzles, books, and games  
from the Fall 1992 Bits &  
Pieces catalog



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# PENCILWISE



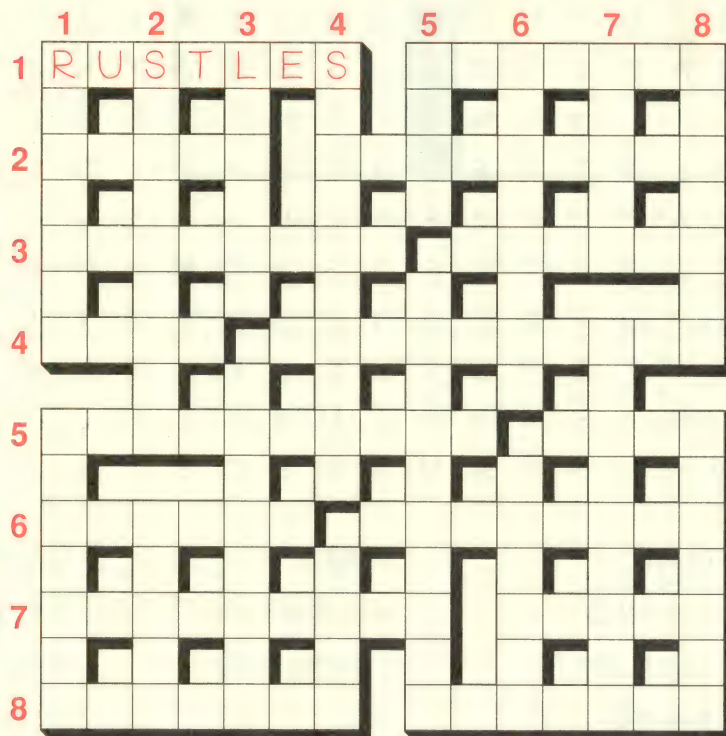
## MIX & MATCH ★★

BY MIKE SHENK

Each set of clues in this puzzle consists of four words. Two of them are synonyms of the two answers that should be entered in the correspondingly numbered row or column of the diagram; the other two are anagrams of two other answers that are defined elsewhere in the puzzle. For example, the first word in Row 1 is **RUSTLES**; it's defined as **STEALS** in the clues for

Row 1, and is an anagram of **RESULTS**, listed among the four words at Column 5. Each word will be used exactly once (as either a synonym or an anagram), so you may want to cross off words as you use them. Separating the synonyms from the anagrams and determining the order of the answers in each row or column is part of the puzzle's challenge.

ANSWER, PAGE 40



### ROWS

- 1 CITRUS CLAY MISLEARN ~~STEALS~~
- 2 AIDE CASK SCATTERER WORRIED
- 3 RULES SENATOR SKIERS YOKEL
- 4 COPIES FIRE SPOTTER TEHERAN
- 5 CADRE LOOSED RIFTS TENACIOUS
- 6 CLERIC DOURNESS EDUCE HEAPS
- 7 HATER LEARNING PRETTINESS SLIGHTING
- 8 ARDENT BETRAYAL PRECISE SATANISTS

### COLUMNS

- 1 FORMULAS GASP INTERIMS PICKET
- 2 CAUTIONED SECTIONAL TRAM TWO-SPOT
- 3 LINK ORES PROCEDURES SHAVER
- 4 DIALED DINES INVOICES OVEN
- 5 BRIEFNESS EFFORTLESS PRESENT ~~RESULTS~~
- 6 AYES ECHOES FACE TESTAMENTS
- 7 DISPERSE NUCLEUS SECTION SHORE
- 8 EASTERN NECTARINES SPOTS VIPER



# TAKE ME OUT TO THE BALL GAME ★

BY MITZI GLOVER

Welcome to Game 1 of the World Series. The bases are loaded—and so is the baseball glove below. It contains 40 words and phrases associated with our national pastime. There are no curveballs here: Answers may read horizontally,

vertically, or diagonally, but always in a straight line. If you find yourself striking out while searching, you can look low and inside—our answer section, that is. Play ball!

ANSWER, PAGE 40

H E V H      E R G Y      K P L  
 A O Y C      E M O H      R L S I      S S N  
 E M T      R I C      V O A U      S Q B  
 B E E F      O N T      R C B      B U N T  
 E A R R      E G I T      H R R      V E E R  
 Y T W      G P O      R I E      E L D  
 S E R      I S T E      O D S      P F G Y      Z O P  
 A T B A T      U G D I B I L F      U I G H      E O M  
 I H W N D      N I E N N I M L D C U E F P O U  
 N E Y I E W      I A D G G W L T N E L H U L Y E  
 O W O F N S      N M I R G C N A I F S P Y A Y H  
 S A B O H I B N O L O O A A E W L A I L Y O T  
 V T U N A G I N S U N T B G A Y N P D M S L  
 E A L L I L H D N N E L A T E E E L E E L L  
 B L Y L O T T E D U E L H E L S P I A T I  
 S I D A P N P E E R L L A B E L K C U N K  
 M N T U O E K I R T S F U N A O L O I C A  
 E R R O V N O D N U O M T O Y T C E A  
 B A T T E R U P M D U E R P U A D N  
 E A S T R O T U R F L H L N A  
 R E M M U S F O S Y O B

ASTROTURF	BUNT	HOMER	SEVENTH-INNING STRETCH
AT BAT	DIAMOND	KILL THE UMP!	SHUTOUT
BALK	DOUBLE PLAY	KNUCKLEBALL	SLIDE
BALL FOUR	ERRORS	MITT	SLUGGER
BAT BOY	FOUL LINE	MOUND	SQUEEZE PLAY
BATTER UP!	FULL COUNT	ON DECK	STRIKE OUT
BATTING CAGE	GOING, GOING, GONE!	PENNANT	THE WAVE
BEANBALLS	GROUNDER	POP-UP	TWI-NIGHTER
BOYS OF SUMMER	HIGH FLY	ROOKIES	WILD PITCH
BULLPEN	HOME PLATE	SACRIFICE FLY	WINDUP



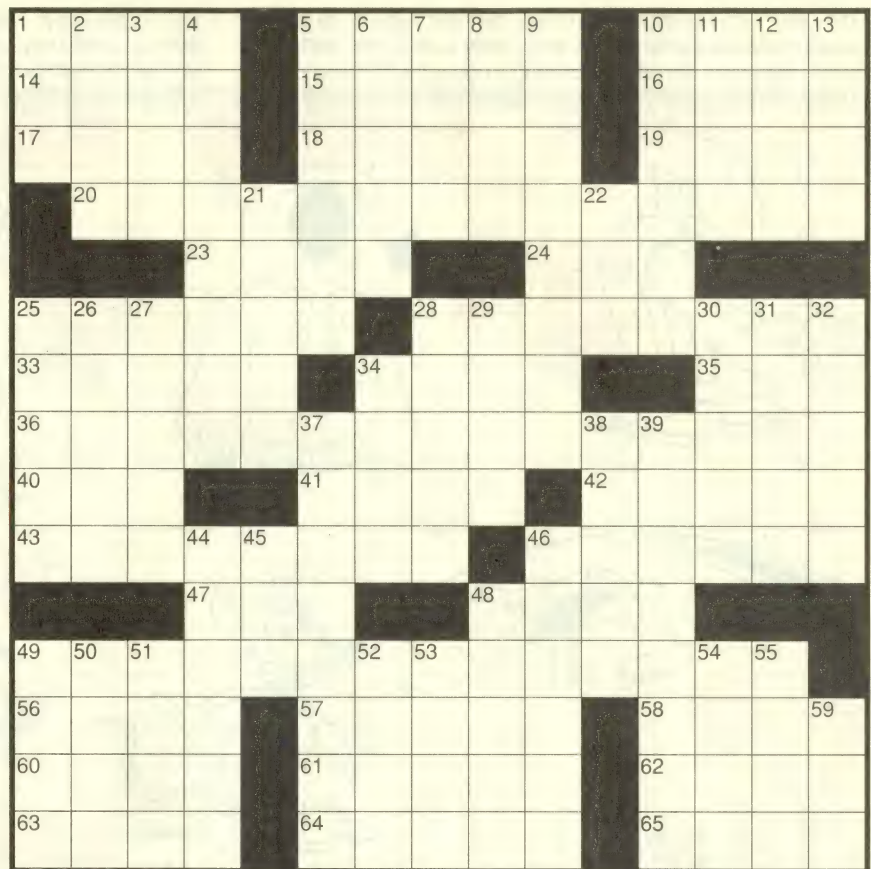
## ACROSS

- 1 Baseball great Ty \_\_\_\_  
 5 Coarse files  
 10 Tulip "seed"  
 14 Region  
 15 Poet T.S.  
 16 On the briny  
 17 Telephone pioneer Alexander Graham \_\_\_\_  
 18 Use crayons  
 19 Pizzazz  
 20 The best: 4 wds.  
 23 "Any \_\_\_\_ in a storm"  
 24 Uncle Sam's nation: Abbr.  
 25 False story  
 28 Against the current, in a river  
 33 Golden \_\_\_\_ (retirees)  
 34 Small body of land  
 35 Onassis, for short  
 36 The best: 4 wds.  
 40 Large Canadian deer  
 41 "Life is \_\_\_\_ of roses": 2 wds.  
 42 Pious man  
 43 AWOL soldier  
 46 \_\_\_\_ and Her Sisters (Woody Allen movie)  
 47 Stadium shout  
 48 Chair  
 49 The best: 4 wds.

- 56 Young fellows  
 57 End of a fable, often  
 58 Russian river  
 60 Strong desire  
 61 Wear away, as by wind and water  
 62 The kings of "We Three Kings"  
 63 Saloon "suds"  
 64 Went out with socially  
 65 Toboggan's cousin

## DOWN

- 1 Taxi  
 2 Metal-bearing rocks  
 3 *Dracula* star Lugosi  
 4 Shea or Fenway  
 5 Button on a VCR  
 6 In the air  
 7 Fine sediment  
 8 Winnie-the-\_\_\_\_  
 9 Crumbly coffeeecake topping  
 10 Middle Eastern marketplace  
 11 Software purchaser  
 12 For fear that  
 13 Kind of tub or robe  
 21 Trunk of the body  
 22 *Id* \_\_\_\_ (that is)  
 25 Dressed like Batman or Superman  
 26 Nimble



- 27 Notable features of giraffes  
 28 Theater employee  
 29 Made appeals  
 30 Dine at home: 2 wds.  
 31 Site for a sporting event

- 32 Gaiety  
 34 "Let \_\_\_\_" (Beatles song): 2 wds.  
 37 Understood thoroughly  
 38 Science great Sir \_\_\_\_ Newton  
 39 Fits of temper

- 44 Pink end of a pencil  
 45 Ewe's mate  
 46 Was a good dog, in a way  
 48 Lamp cover  
 49 ♣  
 50 Uncommon  
 51 Border

ANSWER, PAGE 40

- 52 *Queen \_\_\_\_ Day* (old game show): 2 wds.  
 53 Horse's easy gait  
 54 Kind of exam or vaccine  
 55 Book sheet  
 59 Cap

# TIP INCLUDED ★

BY ANDREA CARLA MICHAELS

Here's a big tip to help you solve this puzzle: The answer to each clue below is a word or phrase containing TIP. For example, the clue "Horse race betting advisor" would lead to

the answer TIPSTER, while "Soft-pointed marker" would be FELT-TIP PEN. A tip of the hat to you if you can get 12 or more correct.

ANSWERS, PAGE 40

- Start of a basketball game \_\_\_\_\_
- "It's a long way to" this place, in song \_\_\_\_\_
- Easily available, as facts \_\_\_\_\_
- William Henry Harrison's campaign slogan \_\_\_\_\_
- A wee bit drunk \_\_\_\_\_
- Barely escaping one's memory \_\_\_\_\_
- Music-censoring senatorial wife \_\_\_\_\_

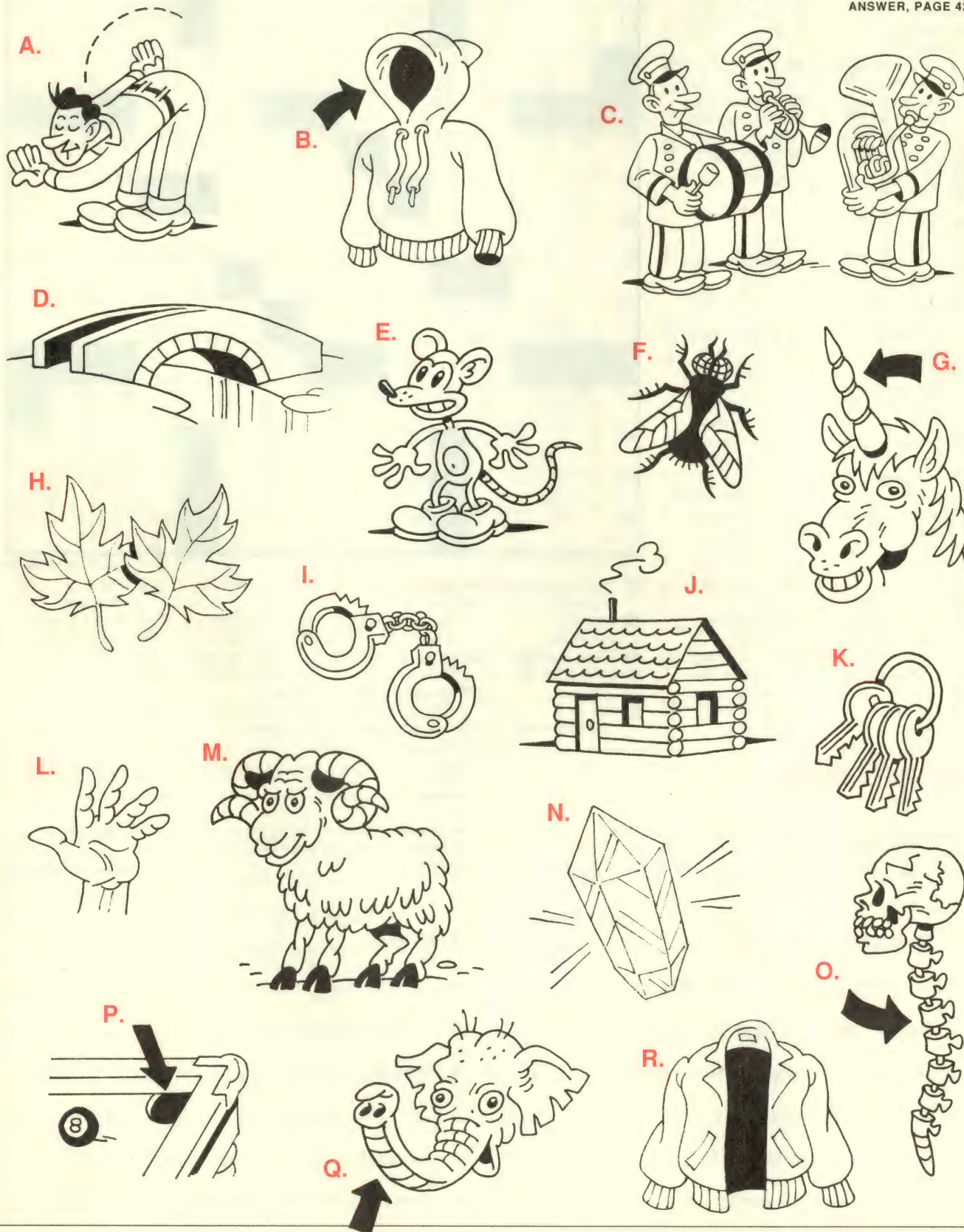
- Weigh in \_\_\_\_\_
- Cigarette end for screening smoke \_\_\_\_\_
- Tiny Tim's favorite song \_\_\_\_\_
- First-rate \_\_\_\_\_
- Fancy men's shoes \_\_\_\_\_
- Star of Hitchcock's *The Birds* \_\_\_\_\_
- Small visible piece of a larger thing \_\_\_\_\_



They say the whole can be more than the sum of its parts—but sometimes some things are really just *some* parts. Pictured below are items that belong in groups of three, based on how they can represent parts of a whole. For example, BOW

(A), BRIDGE (D), and CABIN (J) suggest parts of a ship. Each item is used only once. Our assumption is that only some of you will somehow identify all six groups and their corresponding wholes—if you do, consider yourself awesome!

ANSWER, PAGE 42







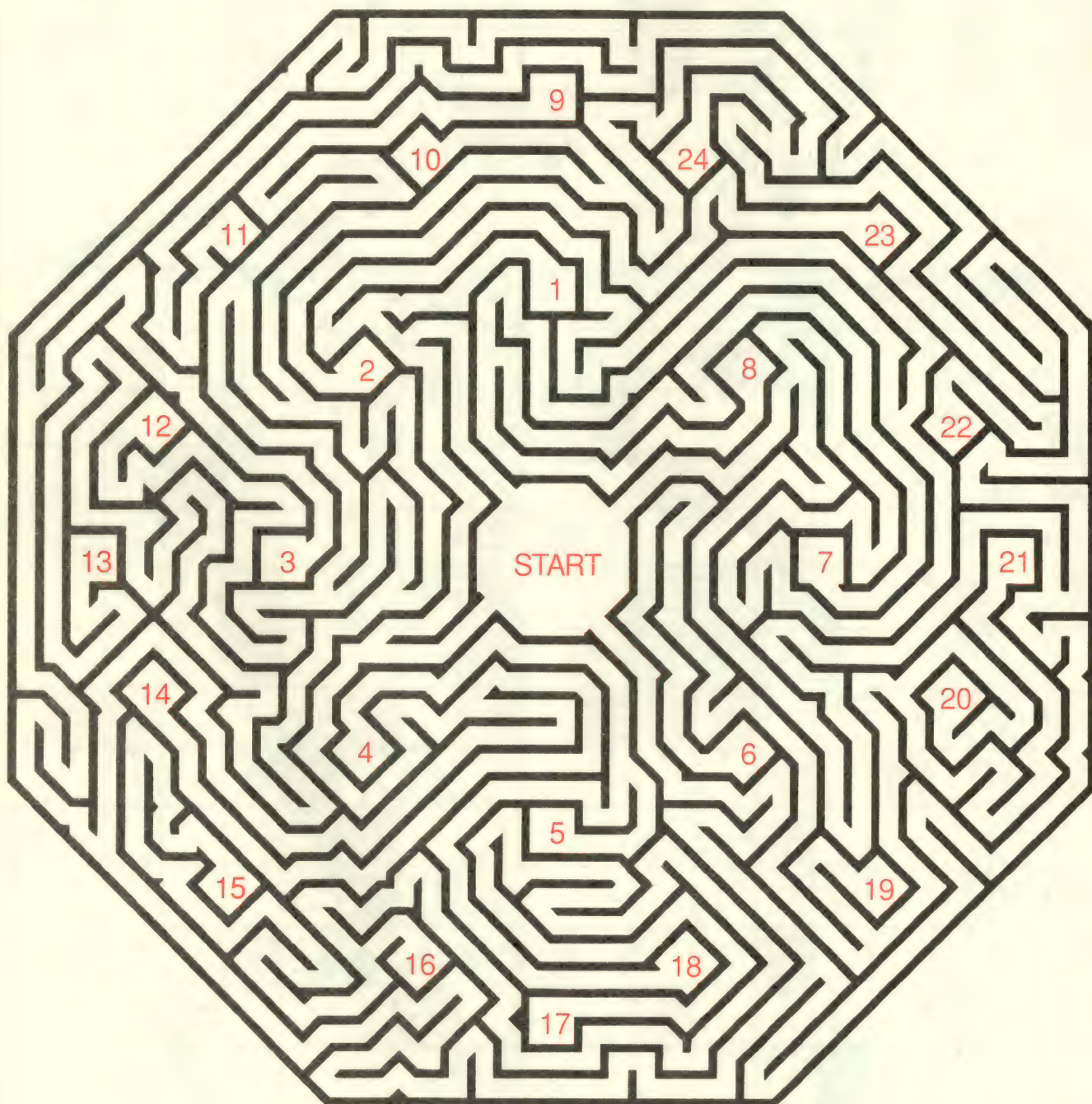


## TWICE TWISTED ★★★

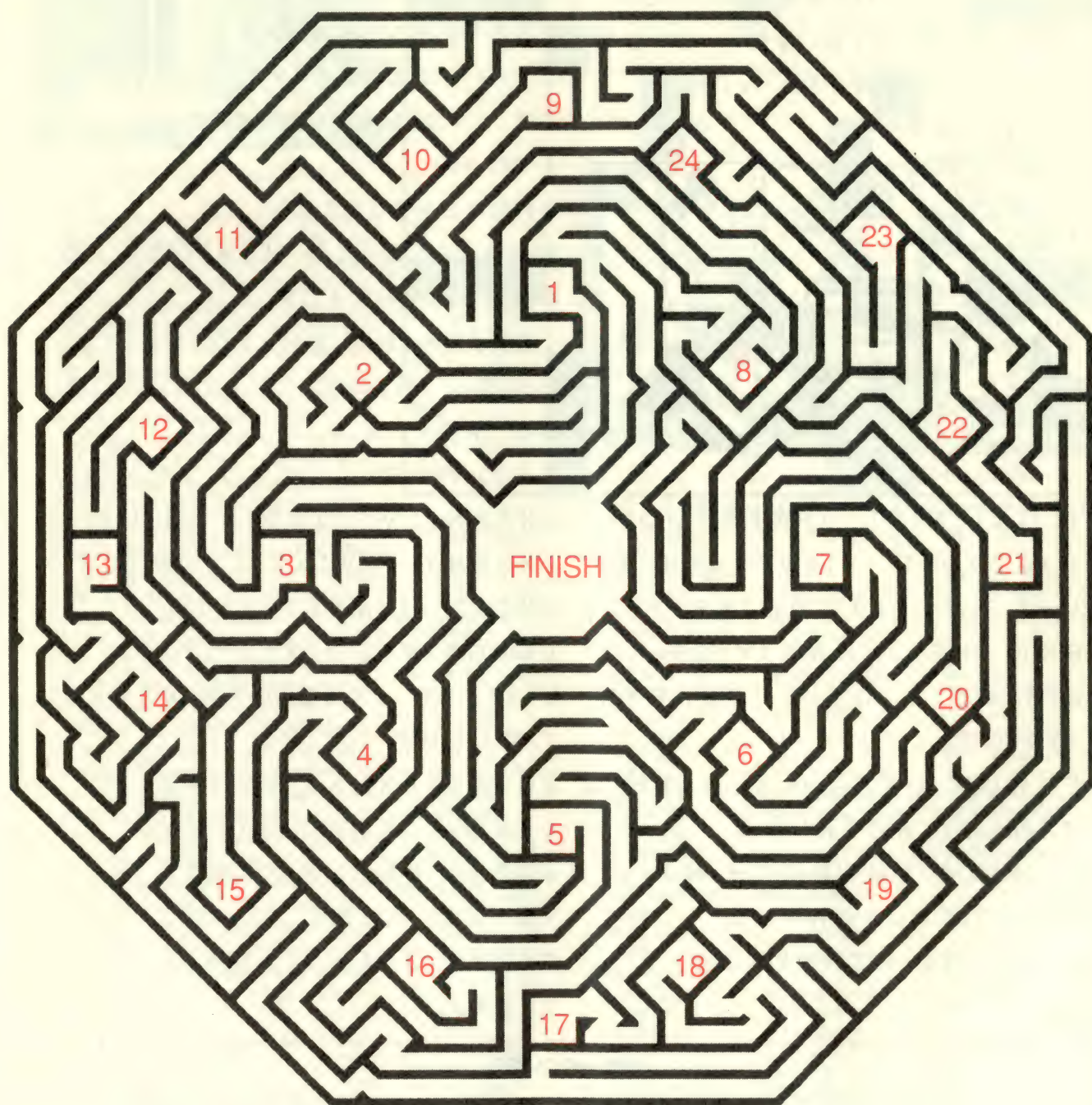
This maze should keep you hopping—from one page to the other. The object, as usual, is to travel from START to FINISH. Whenever you come to one of the numbered chambers, hop to the correspondingly numbered chamber on the other

page. Finding any solution is difficult enough, but for maze-loving masochists, we offer an additional challenge: Find the *lowest scoring* route from START to FINISH, adding up all the numbers you pass through. (Count each number only once.)

ANSWER, PAGE 41









Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

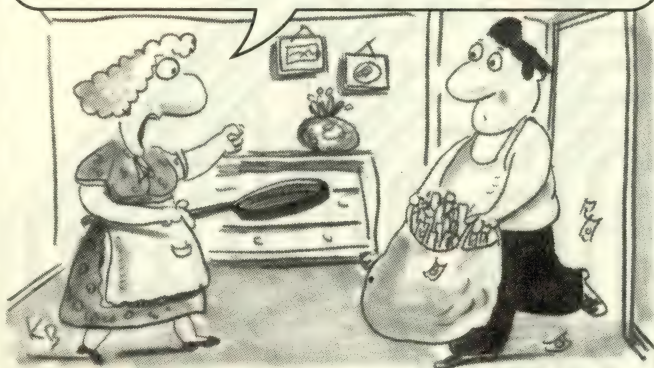
one cipher to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 41

### 1. CRYPTOON

GR AXTFHHW GXT F  
VXHHXDT ZMENK XT YLR  
HDYYROW FTB WDM ZHDG  
XY FHH ZMWXTU VDOR  
YXENRYK?!



### 2. LOOKING AHEAD

BT UQI RIFT UPNIY, UQI  
NHTZUXIYT IXIYVFJHQR HT  
RUHQR FU KI IDBZFPV FJI  
TBCI AHFJ NHWWIYIQF  
JBFT UQ. — \*QUIP \*ZUABYN

### 3. NEW TUNES

SEOWMH OZT—HUM BELH  
OZTNJQV WOERNGW  
BALNKZQ LMWBMGH NG  
HEJZV'L KUZGWNGW  
REOQJ NL GZHNEGZQ  
ZGHUMBL.

### 4. THE BUG STOPS HERE

RKTU BYIBEZ NASTI YZ  
FTAYKJTITJ ACTS  
YSZTBHZ' KNEZP  
LTIRNIVUSBT YZ FKUV TJ  
NS VYBINVUSUDTVTSH.

### 5. DEAR ME!

JPWYCHDJPTSG  
WNBAESDJKC MJHYJDI JD  
DNNP IYHAACM,  
LCTJPPJPT MHJSG CPIYG  
FJIQ "INMHG J FYNIC JP  
BG MJHYG."

### 6. COOL FRONT

JXFKN LVTJJXQIN JIIHY  
LXJKBY \*JVTXE LXYWVKE  
JKGIT, LIVPEY JVTG  
LKEGEIYY, JIXERWVTI  
LIITVEP JXNQIGTM LXVEH.

### 7. CRAZY, MAN

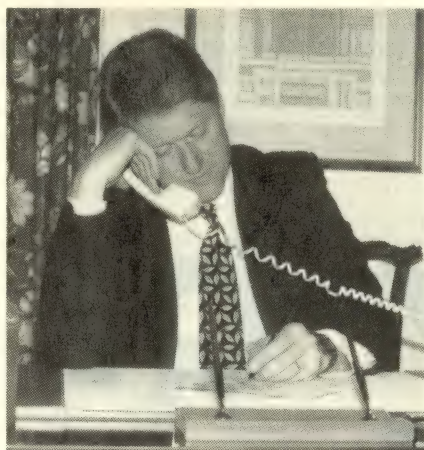
JGIWS BXUKJ TYCDY  
LXSCW IKFWS JKIGG  
JXDBJ FNBXW DIBDY  
TCVXU AJISX, OXIUJ  
GIBXU JFAWV AGBUI  
LFS AJ.

### TIPS AND CLUES

**Cipher 1:** A word followed by an apostrophe usually ends with S. Try  
is for the repeated ciphertext word YZ.  
**Cipher 5:** The one-letter word is I. The two-letter words starting with  
I are IN and IS; can you tell which is which?  
**Cipher 6:** Ciphertext I, appearing 11 times, is the common letter E.  
**Cipher 7:** The vowels A, E, I, O and U are represented by ciphertext  
A, C, F, I, X, though not necessarily in that order.

**Cipher 1:** Ciphertext F, appearing by itself, represents A. That makes  
ciphertext FHH one of ABD, ALL, or ASS. Try ALL here.  
**Cipher 2:** Compare ciphertext UQ and UQI. They represent ON and  
ONE respectively.  
**Cipher 3:** A single letter after an apostrophe is most often S. Try S for  
ciphertext L here. Bonus hint: The trigram NGW, appearing at the end  
of two ciphertext words, represents ING.





Politics and puzzles make strange bed-fellows.

A year ago we reported that President Bush likes to unwind with wire disentanglement puzzles (Gamebits, August 1991). Now we can reveal that Democratic candidate Bill Clinton is an avid solver of crosswords, solving six or seven a week, he says, sometimes two or three a day on the campaign trail. His favorites? The puzzles in the *New York Times*, *USA Today*, and *GAMES*.

During a recent stopover in New York, Governor Clinton met me and *GAMES* Senior Editor Mike Shenk at his suite at the Hotel Inter-Continental. In an unusual gesture, he agreed to race against the clock on a puzzle that Mike had constructed especially for him (see right). Sitting back in an easy chair, Clinton clicked on his watch-timer and began. "You can keep asking questions," he said, as his pen sprinted across the page. But not wanting to hurt his time, we watched in silence.

After a few minutes the telephone rang. An aide said it was important. Clicking off his watch, Clinton went to the phone, taking the crossword with him. Mike and I remained seated, waiting for the call to end so the Governor could resume the puzzle.

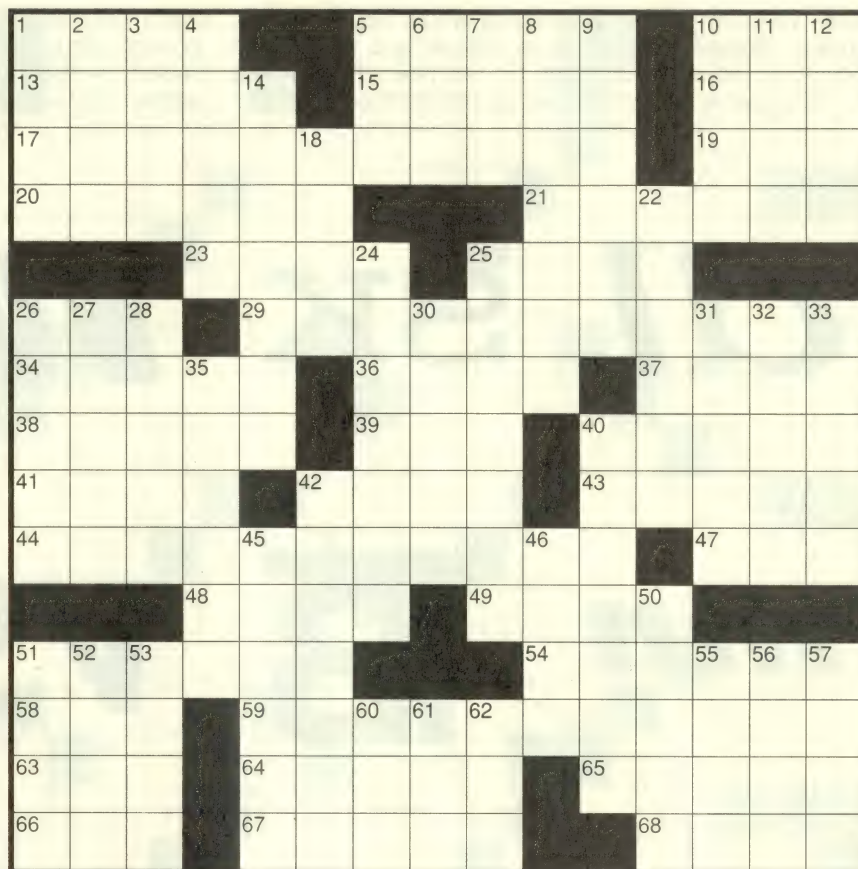
Suddenly we heard the watch click on again. Looking over in astonishment, we saw that Clinton was again solving the puzzle as he talked (photo). Soon Mike whispered, "He's almost done!" A few seconds later Clinton clicked off his timer. When the call was over, he showed us his watch: 6 minutes and 54 seconds (and a perfect solution, too).

"Is that a good time?" he asked.

Well, we were impressed.

If you'd like to race against the Governor, time yourself on the very same puzzle. Talking on the phone while you work is optional.

—Will Shortz



ANSWER (AND GOVERNOR CLINTON'S SOLUTION), PAGE 41

## ACROSS

- 1 Interlock
- 5 Count \_\_\_ of swing music
- 10 Energy
- 13 Cast member
- 15 The world of politics, for example
- 16 Miner's find
- 17 Part 1 of Claiborne Pell's campaign strategy: 3 wds.
- 19 Distort the truth
- 20 Site of a 1976 South African uprising
- 21 Boat-steering device
- 23 Stupid
- 25 Mah-jongg piece
- 26 Greedy one
- 29 Part 2 of the campaign strategy: 3 wds.
- 34 Muse of love poetry
- 36 Hammer or hacksaw

- 37 Store come-on
- 38 Rome's river
- 39 Appliance store offerings
- 40 Musical sounds
- 41 Capri, for one
- 42 Jazz singer Laine
- 43 Make into law
- 44 Part 3 of the campaign strategy: 3 wds.
- 47 "\_\_\_ My Party"
- 48 Chow
- 49 Nonflying birds
- 51 Try to attain, as political office: 2 wds.
- 54 Rich dessert
- 58 Sphere
- 59 Part 4 of the campaign strategy: 3 wds.
- 63 Restaurant bill
- 64 Martini extra
- 65 Paris's river
- 66 USNA grad's rank: Abbr.
- 67 Political doctrine
- 68 Highways: Abbr.

## DOWN

- 1 Porch welcomers
- 2 Canyon sound
- 3 Meat-and-potatoes dish
- 4 Watered the garden
- 5 The legal profession
- 6 "We \_\_\_ the Champions" (Queen song)
- 7 Predetermined
- 8 First
- 9 Without even trying
- 10 Campaign outcome predictor
- 11 Pennsylvania port
- 12 Jury member
- 14 Give a refresher course to
- 18 Singer Perry
- 22 Piece of practical knowledge
- 24 Fought
- 25 Couple
- 26 \_\_\_ four (tiny cake)
- 27 Kind of coffee or whiskey
- 28 Rhett Butler's portrayer
- 30 Romeo, for one
- 31 Veranda
- 32 Put into office
- 33 Trials
- 35 Begin a round: 2 wds.
- 40 Insubstantial
- 42 Church song
- 45 \_\_\_ to handle: 2 wds.
- 46 Bullets, for example
- 50 More certain
- 51 Citizen's say in politics
- 52 Afghanistan neighbor
- 53 Recedes
- 55 Loretta of M\*A\*S\*H
- 56 In possession of one's marbles
- 57 Parts of needles, potatoes, and hurricanes
- 60 Coq au \_\_\_ (chicken dish)
- 61 First lady?
- 62 By this time



Have you ever wondered what life would be like without vowels? Speaking would be impossible, and recognizing printed words would be tough. To test how difficult things would be, we've taken the vowels out of 20 commercial logos,

each containing exactly two consonants, and moved the two consonants together (or simply left them together if they already were). If you have trouble identifying all the logos without their vowels, jst chck th nswr scn fr hip.

ANSWERS, PAGE 42

1.

**dl**

2.

**SK**

3.

**VV**

4.

**QL**

5.

**mn**

6.

**TB**

7.

**VS**

8.

**Dx**

9.

**SZ**

10.

**Dv**

11.

**FX**

12.

**Lt**

13.

**HL**

14.

**gg**

15.

**NK**

16.

**Tr**

17.

**ll**

18.

**GJ**

19.

**DI**

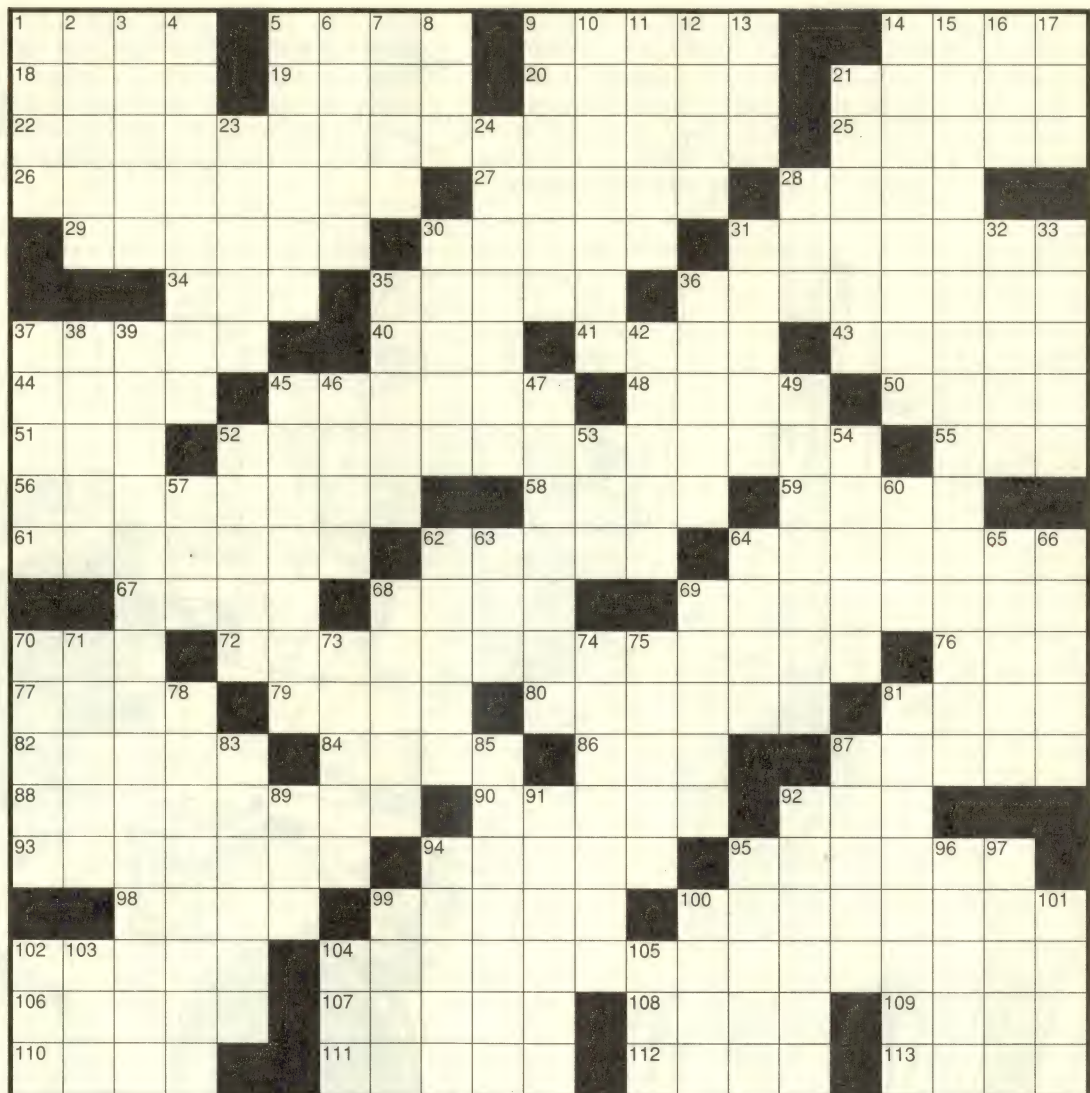
20.

**dg**



## ACROSS

- 1 Rope material
- 5 Oaxaca snack
- 9 Tolerate
- 14 Checkbook memo area
- 18 Home of Iowa State
- 19 Find a spot for
- 20 Joust weaponry
- 21 Slalom great Phil
- 22 Sees cause for reproach
- 25 "(I'm a Dreamer) We All?"
- 26 Like Bullwinkle, e.g.
- 27 Threepio's pal
- 28 Fluffy wraps
- 29 Visconti film, with *The*
- 30 Dispatched
- 31 It runs hot and coaled
- 34 Science suffix
- 35 Dangles
- 36 Leftover
- 37 Pernod flavor
- 40 "\_\_\_ Loved You" (*Carousel* song)
- 41 Proper
- 43 Wretched
- 44 Refuses to
- 45 "\_\_\_ mother to do?"
- 48 Atoll, e.g.
- 50 1987 Streisand movie
- 51 Fashion model Carol
- 52 Source of music for the choir
- 55 Understand
- 56 Spouter of 1980
- 58 Optimistic
- 59 *Time* founder
- 61 Cogs in a political machine
- 62 Setting center
- 64 Quandary
- 67 Bob Hoskins, in *Hook*
- 68 Opposite of *guerre*
- 69 Green-fleshed melon
- 70 Lingerie buy
- 72 One feigning powerfulness
- 76 Simile center
- 77 Aladdin's find
- 79 Journalist Jacob
- 80 Starts a match
- 81 "\_\_\_ B'rith
- 82 Sans concealment
- 84 Actor Cobb
- 86 Bill stamp
- 87 Steal, in slang
- 88 Court order
- 90 Eurasian divider



ANSWER, PAGE 42

## DOWN

- 92 Debtor's letters
- 93 Lockup
- 94 French abbey founded in 909
- 95 Foolhardy
- 98 Bearing
- 99 Romantic rendezvous
- 100 Ford's costar in *Witness*
- 102 Northern
- 104 "We learn to do by doing" group
- 106 Brandywine and Bartlett
- 107 Refuse
- 108 Flappers on an *avis*
- 109 Will-wisp link
- 110 Chaplin prop
- 111 Lead-in for *Beach, Town, or Waterfront*
- 112 Freighter measure
- 113 Lacrosse goals
- 1 Gag reflex?
- 2 "Read \_\_\_ weep!"
- 3 Hostess Perle
- 4 King David, e.g.
- 5 "\_\_\_ no business ..."
- 6 Picked a target
- 7 Grunge
- 8 Not 'neath
- 9 Indifferent to right and wrong
- 10 Initiation, of sorts
- 11 "\_\_\_ parle français"
- 12 Erté's style
- 13 Inuit: Abbr.
- 14 Davis's *Thelma & Louise* costar
- 15 *Hawaii Five-O* tag line
- 16 Ornate vase
- 17 Put on the line
- 21 Treaty of Waitangi signers
- 23 Something found around the house
- 24 Kinda lanky
- 28 Clear tables
- 30 S simulator
- 31 Celebrated
- 32 Menu
- 33 Alex's mom, on *Family Ties*
- 35 Pseudologists
- 36 Like oboe music
- 37 Overwhelmed by water
- 38 Q & A star
- 39 Sharing a problem
- 42 Prove fallibility
- 45 "\_\_\_ When" (Rodgers & Hart song)
- 46 Mongol horde
- 47 Magic word on an amulet
- 49 Ailurophile's friends
- 52 Actor Lee Van \_\_\_
- 53 Sodom escapee
- 54 Monarch
- 57 Stately tree
- 60 1981 World Series co-MVP
- 62 Old hat
- 63 Driver's need: Abbr.
- 64 Venetian leader
- 65 Buttes, only bigger
- 66 Expect
- 68 Used diligently
- 69 Workers' homes
- 70 Amorphous lumps
- 71 *Shéhérazade* composer
- 73 Edmonton athlete
- 74 Hairsplitters
- 75 Of course
- 78 First act?
- 81 Seasoned broth
- 83 Circus workers
- 85 Busy day for pyrotechnists
- 87 "Fame" singer
- 89 Sawbuck
- 91 Would-be frat member
- 92 Fireplaces
- 94 Colgate rival
- 95 Pac-Ten Bruin, in headlines
- 96 List of candidates
- 97 Black ball label
- 99 Compared to
- 100 Actor O'Shea
- 101 "\_\_\_ Like the Wind" (*Dirty Dancing* song)
- 102 Bar code letters
- 103 Shell game need
- 104 Tango quorum
- 105 Boater, e.g.



## THE COSTUMER IS ALWAYS RIGHT ★★

The invitations to Father Incognito's Halloween party asked his guests to dress up so that nobody would know who's who. Unsure of what to do, all his invitees promptly sought out a professional costumer to suggest the perfect disguise.

Below are Father Incognito and the nine guests as they appeared leaving the costume shop in their everyday attire. At right are those same 10 people at the party. Their disguises

involve the usual padding, wigs, or complete body suits, but of course even a great costumer cannot conceal a large feature in a smaller one. By carefully taking into account everyone's distinguishing characteristics (both concealable and not), can you figure out who's who? We'll get you started by telling you that Father Incognito did *not* come as himself.

ANSWERS, PAGE 43







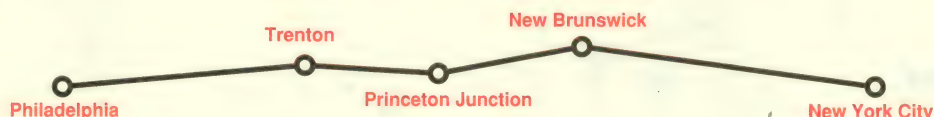


Using just one pair of facing seats, a total of eight men commuted to work on a train's morning run from Philadelphia to New York City via Trenton, Princeton Junction, and New Brunswick, in that order. Of the eight commuters (whose last names were Arthur, Buchanan, Cleveland, Fillmore, Harrison, Madison, Pierce, and Tyler), four began the trip at Philadelphia and four got off in New York, though no two men had the same points of both arrival and departure. Coincidentally, two different pairs of men were related to each other through one's marriage to the other's sister.

The pair of facing seats was normally used to hold four passengers, two to each seat. However, due to the commuter rush, a fifth man was sometimes accommodated. Throughout the morning's ride, each man kept his place for the duration of his commute—unless he shifted *toward the window* to open up a seat on the aisle for a new passenger.

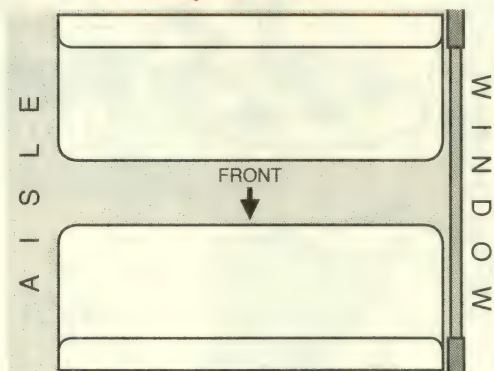
Given this information, and the clues below, can you determine where each man got on and off the train, and tell exactly where he sat during his ride?

ANSWER, PAGE 41

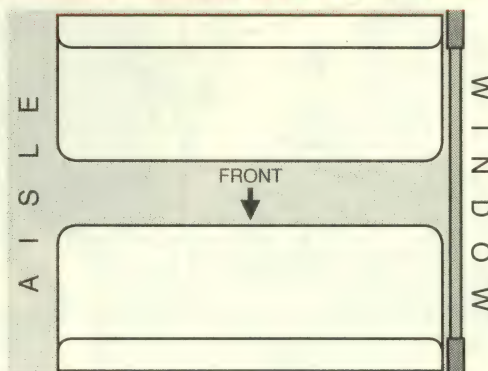


1. Madison got on the train at the station where Fillmore's brother-in-law got off.
2. As the train pulled out of Princeton Junction, Arthur was sitting between Harrison and Cleveland's brother-in-law.
3. Fillmore, who sat facing forward, saw neither the Philadelphia nor the New York station.
4. When Pierce's brother-in-law got off the train, the two men getting on squeezed into his space, and Buchanan had to slide closer to the window to make room.
5. Arthur and Fillmore got on the train at the same station.
6. Tyler's brother-in-law traveled exactly the same stretch of track as Buchanan and Harrison (in that order) combined.
7. The man who got on the train in Trenton and off in New Brunswick was among the four men who had a window seat at some point during the trip.

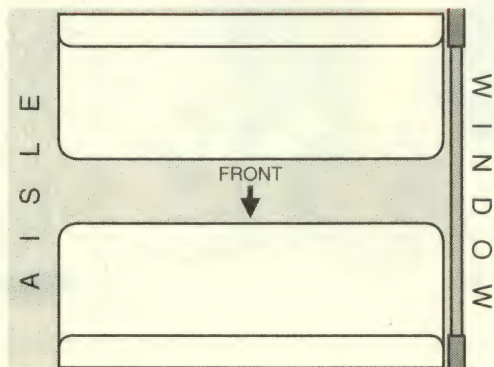
Philadelphia to Trenton



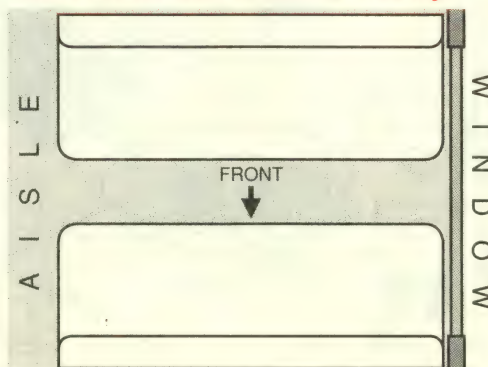
Princeton Junction to New Brunswick



Trenton to Princeton Junction



New Brunswick to New York City





# CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 42

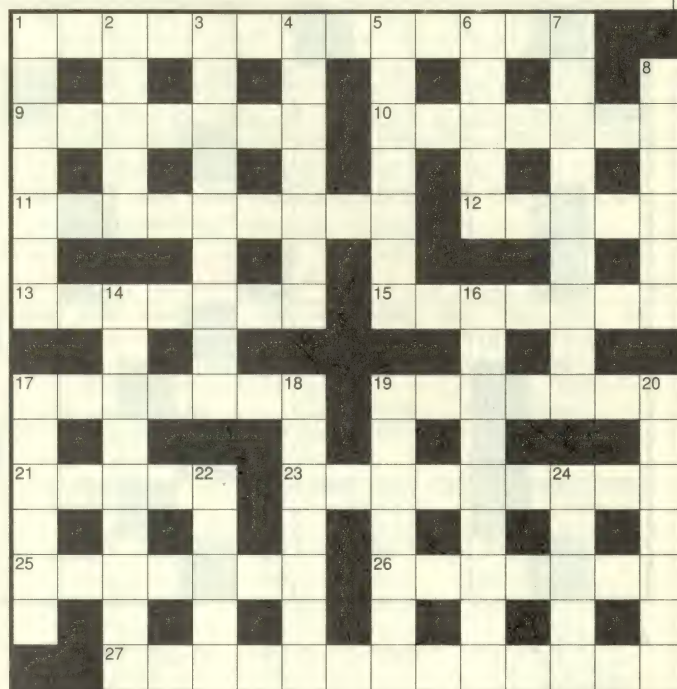
## PUZZLE 1 BY EMILY COX & HENRY RATHVON

### ACROSS

- 1 Drunken sailor meeting feminist author (6,7)  
 9 Pardon me—nasty slips (7)  
 10 Adult group secures heartless win (7)  
 11 Taking a walk, con swallows bun (9)  
 12 Chuck left, embraced by Carol? (5)  
 13 Praised old stringed instrument in blue (7)  
 15 Inside corridor, man tries sleeping (7)  
 17 Walk around on ruler (7)  
 19 Furry pet from Mars—the alien (7)
- 21 Visitor speculated aloud (5)  
 23 Football official showered and just said "no"? (9)  
 25 Swirling wind ripped a hairstyle (7)  
 26 Libyan city's big shoe size announced (7)  
 27 Getting straight, Diana forced to go fishing? (13)
- 4 My diet's badly stuck (7)  
 5 Hired  $\frac{3}{4}$  of English elderly (7)  
 6 No approvals for recesses (5)  
 7 Beggar to heal—I haven't the ability (9)  
 8 Cock flying to pigs (6)  
 14 Chaney equipped with features like a hound (4-5)  
 16 L.A. footballer calling for rioting (9)  
 17 May Day's finale is huge (6)  
 18 One of the Marx Brothers regarding spear (7)  
 19 New York college in search of strangler (7)

### DOWN

- 1 They help you see beginning of *Golden Girls* (7)  
 2 Person with property, new or remodeled (5)  
 3 Lousy conductor spoiled *Soul Train* (9)



- 20 Engineer ignored revamping (7)  
 22 In reverse, neat streetcars (5)  
 24 Lament coming up with a girl's name (5)

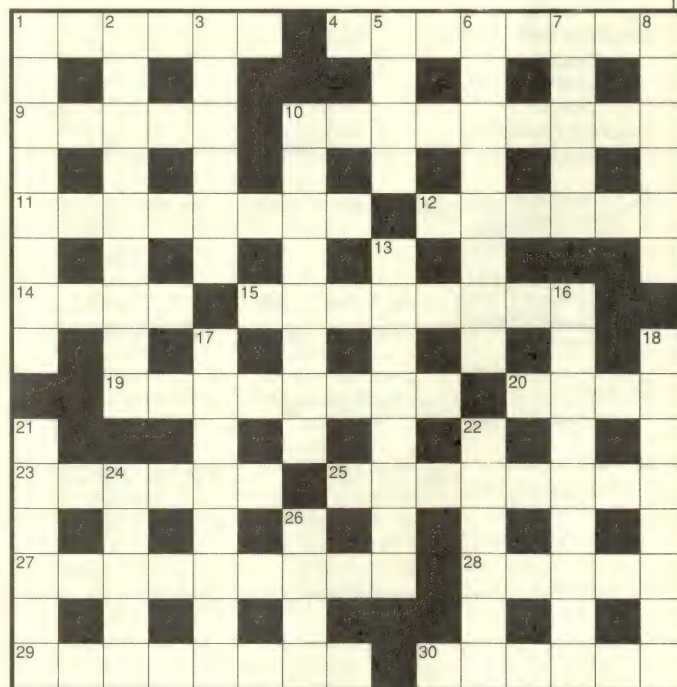
## PUZZLE 2 BY FRASER SIMPSON

### ACROSS

- 1 Aim praise wrongly (6)  
 4 Basketball players fight in U.S. autos (8)  
 9 Scraps Chinese boats (5)  
 10 Enemy church during Advent (9)  
 11 Disrespect jailbird, office worker, and head of Tories (8)  
 12 Blemish involving large Russian ruler (6)  
 14 Attacked non-U part of speech (4)  
 15 Leader of boys' gang ripped paper net (5,3)  
 19 A fellow keeping noted Viking from the States (8)  
 20 Fairy tale nasty in bog, reading (4)  
 23 Make off with messy ink pad (6)
- 25 Excellent composer in damaged raft (4-4)  
 27 Piece of freesia looking gloomy in bloom (9)  
 28 I knock religion (5)  
 29 Wild elks in front of English school framework (8)  
 30 Sewing machine part goin' up and down (6)
- 6 Bugs sip water at sea (8)  
 7 Turning up, bar wild celebration (5)  
 8 Listen, stranger—quiet (6)  
 10 Pip, peel a strange dessert (5,3)  
 13 Scolding right in the middle of punishment (8)  
 16 Big lunch whipped up around opening of the cabaret (9)  
 17 Lawyer's jargon: winds penetrating shelter (8)  
 18 Robin Hood's guys train among Triton's guys (5,3)  
 21 Runners taking off, missing first rowboats (6)

### DOWN

- 1 Worker embraces radio worker and flyer—touching (8)  
 2 Steal us nine parkas, holding back cape (9)  
 3 More ill-advised food to eat with fried eggs (6)  
 5 Previously wrecked cone (4)



- 22 Country confused ox, mice (6)  
 24 Monotonous talk finished about end of year (5)  
 26 Dog heading to fiancé before wedding vow (4)



Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 41

1F		2T	3N	4P		5U	6L	7A	8E	9H	10V		11P	12O	13D	14U		15V	16C	17A	18K
	19C	20N	21F	22I	23O	24D	25L	26H	27R		28T	29A	30K	31H	32E	33P	34M	35N	36U		37R
38A	39D	40F	41T	42H	43I	44Q		45E	46L	47U	48B		49T	50K	51H	52C	53G		54V	55B	56J
57S		58U	59T	60H	61Q	62B	63C	64M		65G	66E	67J	68O	69B		70H	71C	72Q		73N	74K
75L		76G	77B	78A	79E		80H	81I		82L	83Q	84C		85O	86S	87U	88E		89D	90F	
91L	92I	93C	94N	95E	96U	97O		98Q	99D	100M		101A	102I	103S		104N	105E	106B	107P		108O
109H	110K		111N	112A	113F	114O	115T		116H	117N	118V		119D	120Q	121U	122G	123R	124I	125E		126N
127P	128F		129D	130H	131M	132Q		133E	134P	135K		136P	137V	138N	139R		140L	141H	142S	143T	144J
145F	146O		147E	148N	149A	150P	151L		152R	153S	154J	155M		156N	157H	158P		159U	160O	161A	162D
163K		164N	165E	166F	167P	168J		169L	170I	171O	172U		173H	174M	175B	176A					

A. Singing group that spawned Bobby Brown and Bell Biv DeVoe (2 wds.)

78 161 101 112 176 38 149 7 17 29

B. Odd queen in a children's card game (2 wds.)

77 106 48 62 55 175 69

C. Came from behind, in sports

16 19 63 52 71 93 84

D. Short, blanket-like coat

13 24 39 162 89 99 119 129

E. Cole Porter show featuring "You're the Top" (2 wds.)

147 165 133 8 45 95 88 79 125  
105 32 66

F. Peter Jennings presentation

90 113 128 145 166 1 21 40

G. Great enthusiasm

122 53 65 76

H. Noël Coward movie set in the Second World War (4 wds.)

116 141 157 70 26 51 80 109 130  
173 9 42 31 60

I. Issue forth

81 92 102 124 170 22 43

J. German poet who served as Rodin's secretary

56 144 154 67 168

K. Foreboding

74 18 30 50 110 135 163

L. Ross Macdonald detective introduced in *The Moving Target* (2 wds.)

25 46 75 91 151 169 82 140 6

M. Holdups

100 64 131 174 155 34

N. Cary Grant/Irene Dunne screwball comedy of 1937 (3 wds.)

104 126 3 35 111 148 164 138 156  
94 20 117 73

O. Pangs of a lovers' split

146 160 12 23 108 85 171 68 97 114

P. Author of *Billy Bathgate* (3 wds.)

150 167 107 127 11 136 134 33 158 4

Q. Vertebrates with four-chambered hearts

61 83 72 120 98 132 44

R. Six-foot-tall giraffe-like animal of Africa

152 139 27 37 123

S. Secluded valleys

142 57 86 153 103

T. Rare

41 2 28 115 49 59 143

U. New Mexico governor who wrote *Ben-Hur* (2 wds.)

172 14 159 5 47 58 36 121 96 87

V. Muffler

118 54 137 10 15



Answer each clue in this puzzle with a nine-letter word that combines three of the letter triplets above the grid. (The triplets are used as units; you do not need to rearrange letters within them.) Each triplet will be used only once. When you have found all the words, transfer five letters from each into the grid as indicated by the boxes in the appropriately numbered row. For example, for #1, place the third, ninth, second, fourth, and seventh letters, in that order, in the top row of the grid. When all the boxes have been filled, a quotation will read down the grid column by column. Two of the 35 triplets above the grid will not be used; when put in proper order, they will spell the name of the quotation's author.

ANSWERS, PAGE 43

1. Stamp collecting \_\_\_\_\_
2. Dare \_\_\_\_\_
3. Exhibiting a grand view \_\_\_\_\_
4. Consider (2 wds.) \_\_\_\_\_
5. Fined \_\_\_\_\_
6. Large South American boas \_\_\_\_\_
7. Underlying principle \_\_\_\_\_
8. Kinfolk \_\_\_\_\_
9. Gripe \_\_\_\_\_
10. Declaration of beliefs \_\_\_\_\_
11. Ingredient of gunpowder \_\_\_\_\_

## TRIPLETS

ALI	ANA	ARD	ATI	CHA	COM	CON
COW	DAM	DAS	ELY	ENT	FUN	IFE
INT	LAT	LLE	MAN	MIC	NGE	NKO
ORA	PAN	PEN	PHI	PLA	REL	SAL
STO	TER	THI	TPE	VER	VES	ZED

1	3	9	2	4	7
2	2	5	3	9	7
3	6	8	3	1	9
4	7	5	1	2	6
5	8	2	6	4	3
6	8	1	2	6	9
7	6	3	1	9	2
8	2	8	4	9	3
9	3	5	1	2	9
10	9	6	8	5	1
11	9	5	8	4	6

## THE WORLD'S MOST ORNERY CROSSWORD

BY ERIC ALBERT

### Crazy Nines

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

### HARD CLUES ★★★

#### ACROSS

- |   |                                       |                                     |
|---|---------------------------------------|-------------------------------------|
| 1 Mambo's kin                                       | 71 Columbian craft                    | 118 Watering holes?                 |
| 10 They're worth 12 points each                     | 73 Split component                    | 120 "___ So Fine"                   |
| 15 On the same wavelength                           | 74 Zones                              | 121 Fly low                         |
| 24 Giving a hand?                                   | 76 Stocking stuffer                   | 123 Browbeaten                      |
| 25 NC-17 movie viewer                               | 77 As is fitting                      | 126 Leaves for a healthy lunch?     |
| 26 Anatolia   | 78 Ecto- opposer                      | 129 "___ mañana"                    |
| 27 Reasoning  | 79 Unpaired                           | 133 One of the B-vitamins           |
| 28 Inventor of an alternating-current motor         | 80 Once, once upon a time             | 137 Amends                          |
| 29 Eliot poem, with <i>The</i>                      | 81 Teen trauma                        | 138 Rodrigo Diaz de Vivar           |
| 30 <i>Poetics</i> author                            | 82 Lettuce choice                     | 139 <i>Knock</i> ___ (Bogart movie) |
| 31 Tasty tuber                                      | 84 At which                           | 140 Geometric figure suffix         |
| 32 On the ball                                      | 89 Catherine the Great, e.g.          | 141 Bart's mom                      |
| 33 "Wie geht es ___?"                               | 91 Car thief starter                  | 142 22.5°                           |
| 34 Candidate's concern                              | 92 <i>The Bridge</i> poet             | 143 Home of Oppenheimer's lab       |
| 35 Aachen article                                   | 93 Flip ___ (pick blindly)            | 150 Man who's all thumbs?           |
| 36 Unyielding                                       | 94 Free-trade barriers                | 151 Reading material?               |
| 43 Did some weeding out                             | 97 Liner accompanier                  | 157 Shed light on                   |
| 44 Protector, of sorts                              | 98 Like some clamps                   | 158 Not as well-done                |
| 50 "A bit of talcum is always walcum" writer        | 100 Lorna Doone's love                | 159 Perfect                         |
| 51 ___ <i>It Goes</i> (Linda Ellerbee book)         | 101 "___ bird! ..."                   | 160 Exam constraint                 |
| 52 Got a recon recap                                | 103 Ax                                | 161 Raise a smile                   |
| 53 Blowing one's own horn?                          | 104 "Baby, Take ___" (1934 song)      | 162 Uprising                        |
| 55 Indecisive                                       | 106 Unchanging                        | 163 Past-its-prime look             |
| 57 Shooter shot                                     | 107 Sources of money for AARP members | 164 Oversight in judgment           |
| 60 <i>Bene</i> intro                                | 108 ___ charmed life (be lucky)       | 165 Frankenstein, e.g.              |
| 61 Where <i>The Mousetrap</i> has played since 1952 | 110 Semicircle, e.g.                  |                                     |
| 65 Rick of <i>Into the Night</i>                    | 111 The 3 in $y = 3x + 2$             |                                     |
| 66 Airport north of LAX                             | 112 Canopus or Castor                 |                                     |
| 69 Own recipient?                                   | 113 Baseball's "Penguin"              |                                     |
|   | 114 Pre-business-sch. exam            |                                     |
|   | 115 Most forward                      |                                     |

#### DOWN

- 1 Good buddy's need
- 2 Day in court
- 3 Decked out
- 4 \_\_\_ *de guerre* (heraldry slogans)
- 5 Funny situation
- 6 Periodic table abbr.
- 7 Chin session



# THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK  
UNTIL YOU READ  
PAGE 37!

## EASY CLUES ★



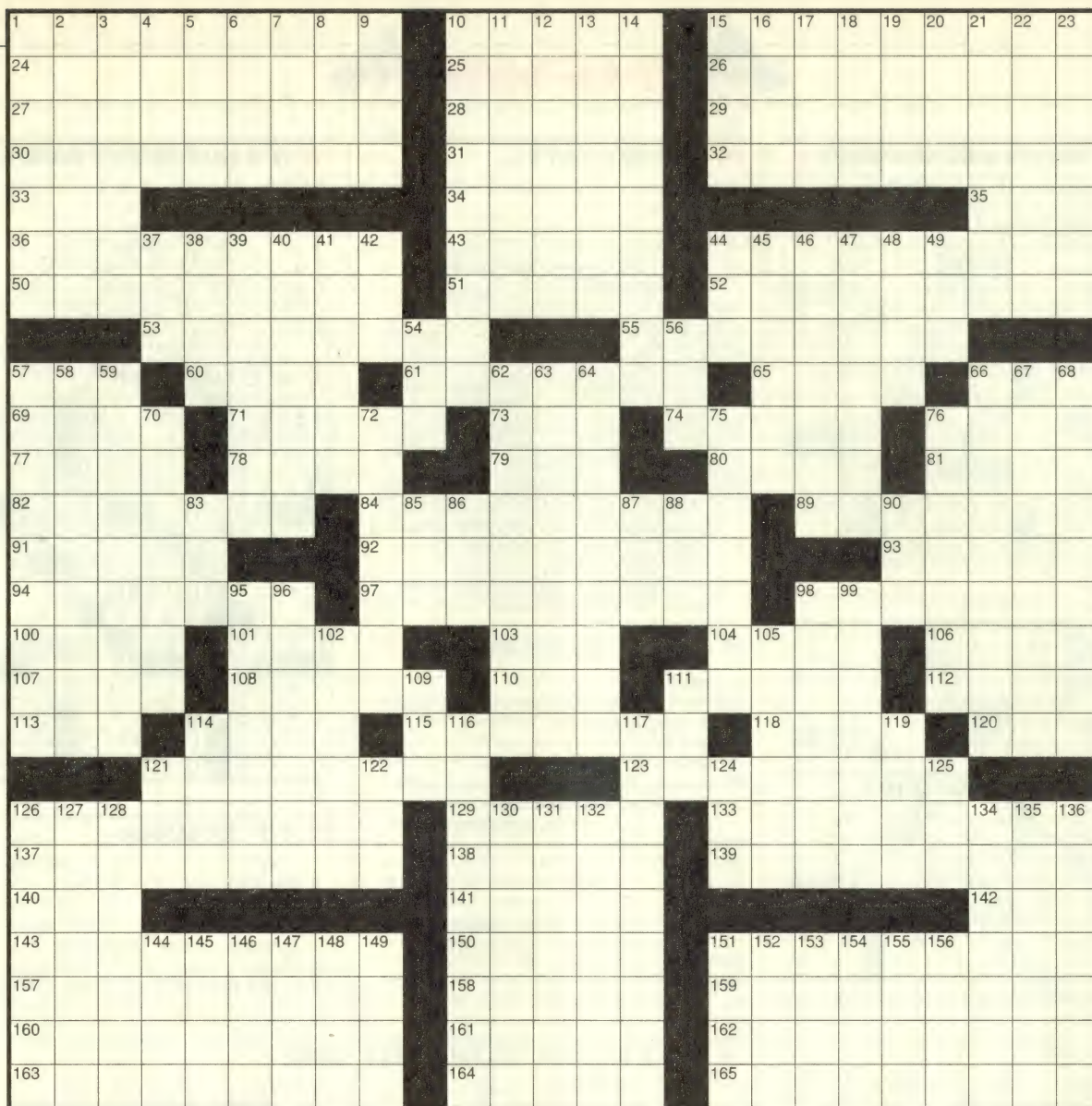
### ACROSS

- |  |  |   |  |   |  |
|--|--|---|--|---|--|
| 1 Popular Latin dance                                    | 71 Niña's sister ship                        | 120 "For ___ a jolly good fellow"                 | 4 ___ de coeur (impassioned protests)                      | 56 Palindromic woman's name                                     | 109 GI mail drop: Abbr.                      |
| 10 Printing measures (ASPIC anag.)                       | 73 Brooch                                    | 121 Fly a plane low, as for crop-dusting          | 5 Owl howl   | 57 Relating to child medicine                                   | 111 Sault ___ Marie                          |
| 15 Getting along together (OMIT ASPIC anag.)             | 74 Regions                                   | 123 Bullied                                       | 6 "Provided ___ extra cost": 2 wds.                        | 58 City in western Wisconsin: 2 wds.                            | 114 Actor Richard of <i>Pretty Woman</i>     |
| 24 Engagement  | 76 Anthracite or bituminous                  | 126 Broad-leaved endives                          | 7 Talk casually  | 59 On ___ You Can See Forever: 3 wds.                           | 116 Short-lived                              |
| 25 Grownup   | 77 Rightfully                                | 129 "___ la vista"                                | 8 Corridor   | 62 Flashy auto: 2 wds.  | 117 Elm, for one: 2 wds.                     |
| 26 Area between the Black and Mediterranean Seas: 2 wds. | 78 Within: Prefix                            | 133 Anemia-treating vitamin: 2 wds.               | 9 Out of the wind, nautically                              | 63 Listing of ocean levels: 2 wds.                              | 119 Dictation taker: Abbr.                   |
| 27 Statement of reasons                                  | 79 Peculiar                                  | 137 Reparation for sins                           | 10 "How Much Is That Doggie in the Window?" singer: 2 wds. | 64 Stamina  | 121 Solo of <i>Star Wars</i>                 |
| 28 Electricity pioneer Nikola (SLATE anag.)              | 80 Formerly, once                            | 138 Spanish hero: 2 wds.                          | 11 Employee paid to cogitate: 2 wds.                       | 66 One hostile to people  | 122 President before DDE                     |
| 29 Barren expanse  | 81 Clearasil target                          | 139 Knock ___ (1949 Bogart movie): 3 wds.         | 12 Pudding-like pie filling                                | 67 Investor's mortgage security: 2 wds.                         | 124 Corporate money manager: Abbr.           |
| 30 Onassis's first name                                  | 82 <i>Titanic</i> sinker                     | 140 Ending for penta- or octa-                    | 13 States without proof                                    | 68 Poisonous evergreens (NO DEALERS anag.)                      | 125 Mom's mate                               |
| 31 Spud  | 84 At which point                            | 141 <i>The Simpsons</i> mother                    | 14 Overcome by looking at: 2 wds.                          | 70 Crossbred plants   | 126 Baby "bald-headed" birds                 |
| 32 Heedful   | 89 Russian empress (ARTISAN anag.)           | 142 It's opposite SSW                             | 15 "I never ___ purple cow": 2 wds.                        | 72 Person with light blond hair                                 | 127 Criminal who rats on his cohorts         |
| 33 N, E, W, or S: Abbr.                                  | 91 Five-___ fire                             | 143 New Mexico site of the A-bomb project: 2 wds. | 16 "The wolf ___ the door": 2 wds.                         | 75 Subscription extension                                       | 128 Devour                                   |
| 34 Mirror sight  | 92 American poet, 1899-1932: 2 wds.          | 150 Siskel's reviewing cohort                     | 17 Fog   | 76 Turkey, after Thanksgiving dinner                            | 130 State west of Georgia                    |
| 35 German "the"  | 93 Flip ___ (choose randomly): 2 wds.        | 151 Fortuntelling material in a cup: 2 wds.       | 18 ___ de foie gras  | 83 Electrical energy: Abbr.                                     | 131 Make a mess of: 2 wds.                   |
| 36 Rigid and unyielding                                  | 94 Import taxes                              | 157 Make clear                                    | 19 Hymn-ending word  | 85 Alfalfa crop   | 132 Big she-cat                              |
| 43 Peeled apples   | 97 Cosmetic counter buy: 2 wds.              | 158 Less cooked                                   | 20 Incline   | 86 "... ___ I saw Elba"   | 134 Nunnery                                  |
| 44 Mom at the prom, perhaps                              | 98 Semicircular                              | 159 Free of mistakes                              | 21 Helping: 3 wds.   | 87 Paper tablet   | 135 Absurdist playwright Eugene              |
| 50 "Candy is dandy" poet: 2 wds.                         | 100 Lorna Doone's love John ___ (in GRIDDLE) | 160 Pre-expiration period: 2 wds.                 | 22 Come together for a meeting                             | 88 Singer/songwriter Yoko                                       | 136 Bedroom chest of drawers                 |
| 51 ___ on (et cetera): 2 wds.                            | 101 ___ <i>Wonderful Life</i> : 2 wds.       | 161 Entertain                                     | 23 Chose from the menu                                     | 90 Ooh and ___  | 144 Served an unreturned ball, in tennis     |
| 52 Questioned after a mission                            | 103 One-sixth of a six-pack                  | 162 Coming into view                              | 37 Allow   | 95 The movie business   | 145 "___ Marlene"                            |
| 53 Fiddling with a flute                                 | 104 Take ___ (acknowledge applause): 2 wds.  | 163 Squalid quality                               | 38 Shortly, in poems                                       | 96 <i>The ___</i> (1971 Richard Benjamin movie) (LEGATES anag.) | 146 Tennis score after "deuce": 2 wds.       |
| 55 Showing indecision                                    | 106 Identical                                | 164 Run out, as a membership                      | 39 Prying person   | 98 <i>Apocalypse Now</i> director Francis                       | 147 Broadway character to "put the blame on" |
| 57 Pod veggie  | 107 Gershwin and Levin                       | 165 Horror movie experimenter: 2 wds.             | 40 Making lace   | 99 Administer an oath to: 2 wds.                                | 148 Singer Redding                           |
| 60 "___ creature was stirring ...": 2 wds.               | 108 "You can ___ horse to water ...": 2 wds. |   | 41 Maui or Oahu  | 102 Shiny fabric  | 149 Collections                              |
| 61 London's theater district: 2 wds.                     | 110 Circle part                              |   | 42 Greek X   | 105 Massachusetts capital                                       | 151 Abound                                   |
| 65 Actresses Ruby and Sandra                             | 111 Skiing site                              |   | 44 405, to Caesar  |   | 152 Columnist Bombeck                        |
| 66 Frisco airport initials                               | 112 Asterisk                                 |   | 45 Advice follower   |   | 153 Not worth ___ cent: 2 wds.               |
| 69 Apiece  | 113 Baseball great Ron                       |   | 46 Side by side  |   | 154 <i>The ___ of the Rings</i>              |
|  | 114 Business school admission exam: Abbr.    |   | 47 Catholic clergymen                                      |   | 155 Therefore                                |
|  | 115 Most impudent                            |   | 48 ___, <i>zwei</i> , <i>drei</i>                          |   | 156 Actor Guinness                           |
|  | 118 Mineral springs                          |   | 49 Ordinary: Abbr.   |   |  |
|  |  |   | 54 Airline based in Minneapolis: Abbr.                     |   |  |

### DOWN

- 1 Trucker's communicator: 2 wds.  
2 One of the senses  
3 Dressed





ANSWER, PAGE 42

## HARD CLUES (CONTINUED)

- |                   |                     |                     |                      |                           |                          |
|-------------------|---------------------|---------------------|----------------------|---------------------------|--------------------------|
| 8 Clue room       | 21 Supporting       | 58 Site of one      | 83 Group that had    | 111 ___ Anne de           | 136 Fashion show         |
| 9 Away from the   | 22 Get together     | University of       | the 1991 #1 hit      | Beaufré                   | assistant                |
| gale              | 23 Set up           | Wisconsin           | "Unbelievable"       | 114 <i>Final Analysis</i> | 144 Got the highest      |
| 10 "Allegheny     | correctly           | campus              | 85 Lofty stuff?      | star                      | mark on                  |
| Moon" singer      | 37 Permit           | 59 "On ___ You      | 86 Afore             | 116 Gone tomorrow         | 145 Leslie Caron         |
| 11 Company        | 38 Prolific auth.   | Can See             | 87 Digs              | 117 Sun block             | role                     |
| thinker           | 39 Nosy one         | Forever"            | 88 John Lennon's     | 119 Cabinet dept.         | 146 Deuce follower,      |
| 12 Zabaglione,    | 40 Lace, perhaps    | 62 Ticket attracter | middle name          | head                      | often                    |
| e.g.              | 41 Manhattan, e.g.  | 63 Navigating       | 90 Sound of          | 121 Solo in space         | 147 Angela               |
| 13 Purports       | 42 X                | need                | delight              | 122 FDR's third VP        | Lansbury role            |
| 14 Make the other | 44 IX x XLV         | 64 Marathoner's     | 95 Pix biz           | 124 Corp.'s money         | 148 Cornelia             |
| guy blink         | 45 Note taker?      | must                | 96 1971 Richard      | man                       | Skinner's                |
| 15 "I never ___   | 46 Knowledgeable    | 66 Hannibal         | Benjamin             | 125 Old man               | middle name              |
| purple cow"       | (of)                | Lecter, e.g.        | movie, with          | 126 Aerie infants         | 149 Match parts          |
| 16 "They Laughed  | 47 Father figures?  | 67 Mortgage-        | <i>The</i>           | 127 Beans spiller         | 151 Swarm                |
| When ___          | 48 German           | based               | <i>Cotton</i>        | 128 Go through            | 152 Writer               |
| Down at the       | count's             | investment          | <i>Club</i> director | 130 Mobile setting        | Bombeck                  |
| Piano"            | beginning           | 68 Members of the   | 99 Ready a           | 131 Chronic               | 153 "O, my Luve is       |
| 17 Bottom-of-the- | 49 British sculptor | dogbane family      | witness              | bungler                   | like ___ ..."            |
| falls feature     | Butler              | 70 The tangelo      | 102 Glossy cotton    | 132 Cub bearer            | 154 Man of the           |
| 18 Bald spot's    | 54 Hard-core rap    | and the mule        | cloth                | 134 Home for              | manor                    |
| spot              | group               | 72 Blond            | 105 "Hub of the      | unwed                     | 155 So                   |
| 19 Comment from   | 56 Miss Clare, of   | 75 Lease            | Universe"            | mothers?                  | 156 Meg's <i>Prelude</i> |
| the flock         | <i>Bleak House</i>  | extension           | 109 Army address:    | 135 <i>Rhinoceros</i>     | to a Kiss                |
| 20 Pinball taboo  | 57 Childish?        | 76 Vulture's feast  | Abbr.                | playwright                | costar                   |

PENCILWISE CONTINUES ON PAGE 44.

GAMES OCTOBER 1992 39



## NEW WORLD ORDER COVER

The mistakes, roughly from left to right, are:

1. The sailor on the left is wearing a suit from the wrong century
2. Abraham Lincoln is one of the crew members
3. Columbus is wearing Nikes
4. He is also wearing sweat socks
5. The man holding the flag has too many fingers on his right hand
6. The same man has a Batman logo on his shirt
7. The flag is a modern U.S. flag
8. The lining of Columbus's coat has a modern Fendi print
9. There are too many legs for the number of people
10. Columbus has his foot on Plymouth Rock
11. There is a rubber dinghy on the ship
12. Columbus has an Alitalia plane ticket
13. Columbus is holding a map with Mickey Mouse on it
14. There is a totem pole
15. There is a snowcapped mountain in the background
16. The crewman on the right is wearing a wristwatch
17. The same crewman is holding a Super Soaker water pistol
18. There is a Coke can in the sand

## 4 OUT OF OUR GOURDS

From the descriptions of the 10 GAMES staff members, the identities of the pumpkins can be narrowed as follows: 1—Burt, Dave, Will; 2—Amy, Mike; 3—Barbara, Dave, Peter, Sandy; 4—Barbara, Dave, Mark, Mike, Peter; 5—Dave, Mike, Will; 6—Dave, Will; 7—Barbara, Dave, Mark, Mike, Peter; 8—Amy, Rick; 9—Amy, Peter; 10—Burt, Rick, Sandy.

If you assume that #8 is Amy, then #9 must be Peter and Rick must be #10. However, Peter and Rick cannot be adjacent to each other. Therefore, #8 is not Amy but Rick.

Since Peter cannot be adjacent to #8, #9 must be Amy. #2, who is not Amy, must be Mike. Since Peter cannot be adjacent to #2 or #8, he must be #4. Mark, who is not #4, must be #7. Since Dave cannot be adjacent to Mark, #6 must be Will. #5, who is not Will, must be Dave. #1, who is not Dave or Will, must be Burt. #10, who is not Burt or Rick, must be Sandy. By elimination, #3 must be Barbara.

In summary: Top row—Burt, Mike, Barbara, Peter, Dave; bottom row—Will, Mark, Rick, Amy, Sandy.

To order your pumpkin carving kit (\$13 plus postage and handling), call Pumpkin Ltd. at (303) 722-4442.

## 21 MIX & MATCH

R	U	S	T	L	E	S	E	A	R	T	H	E	N
E	T	A	T	A	E	E	O						
C	A	R	E	A	S	S	I	S	T	A	N	T	
I	E	D	T	Y	O	R	I						
P	R	E	S	I	D	E	S	R	U	S	T	I	
E	T	E	M	T	N								
S	A	C	K	R	E	P	R	O	D	U	C	E	
A	M	N	A	S	O								
P	E	R	S	I	S	T	E	N	T	G	A	P	
R		N	S	S	K	S	E						
O	O	D	L	E	S	M	I	N	I	S	T	E	
T	E	R	K	E	S	L	P						
E	D	U	C	A	T	I	O	N	S	N	I	D	
S	C	L	L	C	E	N	N						
T	R	E	A	S	O	N							
E	A	R	N	E	S	T							

## 10 SURVEY SAYS ...

1. 33.9%
2. 43.8 years
3. 13.6%
4. \$53,800
5. 59.9% (38.3% have at least some post-graduate study)
6. 23.2%(!)
7. 5 hours and 36 minutes
8. 9.9 times
9. 57.4%
10. The World's Most Ornerly Crossword was first—53.2% of readers gave it the highest rating—followed by Eyeball Benders (46.0%), 3-star crosswords (44.5%), and Pencil Pointers crosswords (38.6%)
11. (c) "variety" was first with 24.7%; (a) "challenging" was 10.0%, (b) "all levels of difficulty" was 4.6%, (d) "everything" was 3.0%
12. (c) that it doesn't come often enough was first with 9.9%
13. 78.3% (much too hard—0.1%, a little too hard—13.6%, a little too easy—6.2%, much too easy—0.9%)
14. 76.2%
15. Only 6.9%
16. 37.7%
17. 16.9% (68.7% like it somewhat, like it a lot, or totally enjoy it)
18. 82.1%
19. 68.8%
20. Scrabble, with 15.7% (Monopoly—14.0%, Trivial Pursuit—9.4%, bridge—6.2%, chess—4.0%; all other games were lower)
21. 35.9%
22. 56.5%
23. 66.7%
24. 34.5%
25. 21.1% (9.2% play "almost every day")
26. 78.0% (11.3% play "almost every day")
27. 50.2%
28. 57.4%
29. 25.3 books(!)
30. 30.9%

## 16 IT'S NOT IN THE CARDS

- |      |       |
|------|-------|
| 1. F | 9. G  |
| 2. M | 10. C |
| 3. A | 11. I |
| 4. J | 12. B |
| 5. K | 13. N |
| 6. D | 14. E |
| 7. O | 15. H |
| 8. L |       |

## 23 ALL THE BEST

C	O	B	B		R	A	S	P	S		B	U	L	B
A	R	E	A		E	L	I	O	T		A	S	E	A
B	E	L	L		C	O	L	O	R		Z	E	S	T
	S	A	L	T	O	F	T	H	E	E	A	R	T	H
		P	O	R	T					U	S	A		
C	A	N	A	R	D		U	P	S	T	R	E	A	M
A	G	E	R	S		I	S	L	E		A	R	I	
P	I	C	K	O	F	T	H	E	L	I	T	T	E	R
E	L	K		A	B	E	D		S	A	I	N	T	
D	E	S	E	R	T	E	R		H	A	N	N	A	H
		R	A	H			S	E	A	T				
C	R	E	A	M	O	F	T	H	E	C	R	O	P	
L	A	D	S		M	O	R	A	L		U	R	A	L
U	R	G	E		E	R	O	D	E		M	A	G	I
B	E	E	R		D	A	T	E	D		S	L	E	D

## 23 TIP INCLUDED

- |                               |                                 |
|-------------------------------|---------------------------------|
| 1. Tipoff                     | 8. Tip the scales               |
| 2. Tipperary                  | 9. Filter tip                   |
| 3. At one's fingertips        | 10. "Tiptoe Through the Tulips" |
| 4. "Tippicanoe and Tyler too" | 11. Tiptop                      |
| 5. Tippy                      | 12. Wingtips                    |
| 6. On the tip of one's tongue | 13. Tippi Hedren                |
| 7. Tipper Gore                | 14. Tip of the iceberg          |

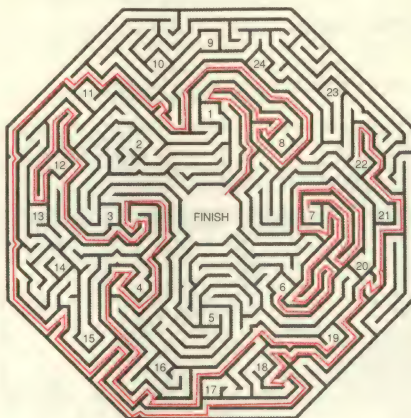
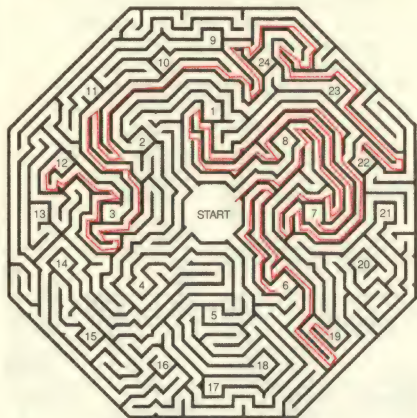
## 22 TAKE ME OUT TO THE BALL GAME

H	E	V	H		E	R	G	Y		K	P	L		
A	O	Y	C		E	M	O	H		R	L	S	I	S
	E	M	T			R	I	C		V	O	A	U	S
	B	E	E	F		O	N	T		R	C	B		B
	E	A	R	R		E	G	I	T		H	R	R	V
		Y	T	W		G	P	O		R	I	E		E
S	E	R		I	S	T	E		O	D	S	P	F	Z
A	T	B	A	T		U	G	D	I	B	I	L	F	E
I	H	W	N	D		N	I	E	N	N	I	M	L	D
N	E	Y	I	E	W		I	A	D	G	G	W	L	T
O	W	O	F	N	S		N	M	I	R	G	C	N	A
S	A	B	O	H	I	B	N	O	L	O	O	A	A	E
	V	T	U	N	A	G	I	N	S	U	N	T	B	G
	E	A	L	L	I	L	H	D	N	N	E	L	A	T
	B	L	Y	L	O	T	T	E	D	U	E	L	H	E
	S	I	D	A	P	N	P	E	E	R	L	L	A	B
M	N	T	U	O	E	K	I	R	T	S	F	U	N	A
	E	R	R	O	V	N	O	D	N	U	O	M	T	O
	B	A	T	T	E	R	U	P	M	D	U	E	R	P
	E	A	S	T	R	O	T	U	R	F	L	H	L	N
		R	E	M	M	U	S	F	O	S	Y	O	B	



## 26 TWICE TWISTED

The lowest-scoring route is 66, passing through (in order) 7, 6, 19, 12, and 22. One such path is shown below.



## 36 DOUBLE CROSS

- |                      |                    |
|----------------------|--------------------|
| A. NEW EDITION       | L. LEW ARCHER      |
| B. OLD MAID          | M. DELAYS          |
| C. RALLIED           | N. THE AWFUL TRUTH |
| D. MACKINAW          | O. HEARTBREAK      |
| E. ANYTHING GOES     | P. E. L. DOCTOROW  |
| F. NEWSCAST          | Q. MAMMALS         |
| G. ZEAL              | R. OKAPI           |
| H. IN WHICH WE SERVE | S. GLENS           |
| I. EMANATE           | T. UNUSUAL         |
| J. RILKE             | U. LEW WALLACE     |
| K. OMINOUS           | V. SCARF           |

A new writer came from Australia. [Universal Pictures head "Uncle" Carl] Laemmle asked him how long he had been in America and was told two weeks. "It's amazing how well you talk English after only two weeks," Uncle Carl said.—Norman Zierold, *The Moguls*

## 28 DSZQUPHSBNT!

- CRYPTOON. "We finally win a million bucks in the lottery and you blow it all buying more tickets?!"
- LOOKING AHEAD. As one gets older, one discovers everything is going to be exactly the same with different hats on.—Noël Coward
- NEW TUNES. Forget rap—the most rapidly growing musical segment in today's changing world is national anthems.
- THE BUG STOPS HERE. Flea circus owner is bewildered when insects' lousy performance is blamed on micromanagement.
- DEAR ME! Increasingly compulsive diarist is soon trapped, beginning daily entry with "Today I wrote in my diary."
- COOL FRONT. Major filmmaker meets famous Milan fashion model, feigns mild fondness, meanwhile feeling markedly faint.
- CRAZY, MAN. Slang terms which begin among small sects often catch wider usage, years later sound ultra bogus.

## 29 PRESIDENTIAL RACE

M	E	S	H		B	A	S	I	E		P	E	P
A	C	T	O	R		A	R	E	N	A		O	R
T	H	E	S	E	C	R	E	T	I	S		L	I
S	O	W	E	T	O						T	I	L
							D	U	M	B		T	I
P	I	G		T	O		A	L	W	A	Y	S	L
E	R	A	T	O			T	O	O	L		S	A
T	I	B	E	R		T	V	S			T	O	N
I	S	L	E			C	L	E	O		E	N	A
T	H	E	O	T	H	E	R	M	A	N		I	T
							F	O	O		E	M	U
V	I	E	F	O	R						M	O	U
O	R	B				H	A	V	E		Y	O	U
T	A	B				O	L	I	V	E		S	E
E	N	S				T	E	N	E	T		R	T

Governor Clinton's answer grid:

M	E	S	H		B	A	S	I	E		P	E	P
A	C	T	O	R		A	R	E	N	A		O	R
T	H	E	S	E	C	R	E	T	I	S		L	I
S	O	W	E	T	O						T	I	L
							D	U	M	B		T	I
P	I	G		T	O		A	L	W	A	Y	S	L
E	R	A	T	O			T	O	O	L		S	A
T	I	B	E	R		T	V	S			T	O	N
I	S	L	E			C	L	E	O		E	N	A
T	H	E	O	T	H	E	R	M	A	N		I	T
							F	O	O		E	M	U
V	I	E	F	O	R						M	O	U
O	R	B				H	A	V	E		Y	O	U
T	A	B				O	L	I	V	E		S	E
E	N	S				T	E	N	E	T		R	T

*Bullington*

## 34 PHILLY TO NEW YORK

There are four legs to the overall trip: Philadelphia-Trenton; Trenton-Princeton Junction; Princeton Junction-New Brunswick; and New Brunswick-New York. Since no two men got on and off the train at the same place, each of the four men who got on at Philadelphia must have gotten off at one of the four subsequent stops, exactly one to each station. The same logic applies to the four men who rode all the way to New York—each must have embarked at a different station, one to each station. This accounts for seven men, the one overlap being the man who got on in Philadelphia and off in New York. The eighth man must be Fillmore, who saw neither Philadelphia nor New York (clue 3). Since every man but Fillmore either got on the train in Philadelphia or got off it in New York, the man referred to in clue 7 must also be Fillmore.

From this information, we know that exactly four men traveled the Philadelphia-Trenton leg of the trip, five traveled Trenton-Princeton Junction, five traveled Princeton Junction-New Brunswick, and four traveled New Brunswick-New York; and clue 4 refers to Trenton, the only station where two men got on the train. One of these men, as we know, was Fillmore. The other was Arthur, who got on the same place as Fillmore (clue 5) but must have gone all the way to New York, since only Fillmore saw neither Philadelphia nor New York.

It was Tyler's brother-in-law who traveled from Philadelphia to New York (clue 6), since under any other circumstances either Buchanan or Harrison would have missed both the Philadelphia and New

York stations. Therefore, Buchanan started at Philadelphia, and Harrison ended at New York. Harrison could not have gotten on at Trenton, since we know already that it was Arthur who traveled from Trenton to New York. But he was on the train as it pulled out of Princeton Junction (clue 2), so he must have gotten on there, Buchanan having traveled from Philadelphia to Princeton Junction.

The four brothers-in-law are Fillmore, Cleveland, Pierce, and Tyler (clues 1, 2, 4, and 6). Who is Fillmore's brother-in-law? Not Tyler, since Tyler's brother-in-law traveled from Philadelphia to New York. Also not Pierce, since Pierce's brother-in-law got off in Trenton, the only station where two men got on the train (clue 4). Thus, Cleveland-Fillmore and Pierce-Tyler are the two sets of brothers-in-law. So Pierce, Tyler's brother-in-law, must have traveled from Philadelphia to New York; and Tyler, Pierce's brother-in-law, got off the train in Trenton, so he must have gotten on in Philadelphia. Only Madison and Cleveland are left unaccounted for. One of these men traveled from Philadelphia to New Brunswick. This could not have been Madison, who got on the train where another passenger got off (clue 1), so it must have been Cleveland, and Madison's trip must have been New Brunswick to New York.

When Tyler got off the train in Trenton, the two men getting on, Fillmore and Arthur, squeezed into his space next to Buchanan (clue 4). Therefore, Buchanan and Tyler had been sitting together on the Philadelphia-Trenton leg of the trip, with Cleve-

land and Pierce across from them. (The latter men continued to sit together until Cleveland got off in New Brunswick, and Madison got on and sat beside Pierce.) Next stop, Princeton Junction: Buchanan gives up his window seat. Harrison, getting on, takes the aisle seat next to Arthur in the middle (clue 2), putting Fillmore by the window. Next stop, New Brunswick: Fillmore and Cleveland both disembark, Fillmore leaving Arthur by the window, and Cleveland leaving a space next to Pierce for Madison to fill. The only thing left for us to determine is who had which seats. Exactly four men sat by the window (clue 7), three of whom, we have determined, were Buchanan, Fillmore, and Arthur. Since all three of these men sat together (that is, on the same side, which, from clue 3, was facing front), the window seat across from them must have been occupied the whole time by one man. This could only have been Pierce.

**In summary:** From Philadelphia to Trenton: Tyler (aisle) and Buchanan (window) facing forward, Cleveland (aisle) and Pierce (window) facing backward. From Trenton to Princeton Junction: Arthur (aisle), Fillmore (middle), and Buchanan (window) facing forward, Cleveland (aisle) and Pierce (window) facing backward. From Princeton Junction to New Brunswick: Harrison (aisle), Arthur (middle), and Fillmore (window) facing forward, Cleveland (aisle) and Pierce (window) facing backward. New Brunswick to New York: Harrison (aisle) and Arthur (window) facing forward, Madison (aisle) and Pierce (window) facing backward.



# ANSWERS

## 35 CRYPTIC CROSSWORD 1

### ACROSS

- 1 Gloria Steinem (sailor meeting)
- 9 Amnesty (me nasty)
- 10 Grownup (group + win - i)
- 11 Strolling (sting + roll)
- 12 Sling (L + sing)
- 13 Saluted (lute + sad)
- 15 Dormant (corridor MAN Tries)
- 17 Monarch (march + on)
- 19 Hamster (Mars the)
- 21 Guest (guessed)
- 23 Refrained (ref + rained)
- 25 Tornado (torn + a + do)
- 26 Tripoli (triple-E)
- 27 Disentangling (Di + sent angling)

### DOWN

- 1 Glasses (G + lasses)
- 2 Owner (new or)
- 3 Insulator (Soul Train)
- 4 Stymied (my diet's)
- 5 Engaged (Eng + aged)
- 6 Nooks (no + OKs)
- 7 Mendicant (mend + I + can't)
- 8 Spigot (to pigs)
- 14 Long-eared (Lon + geared)
- 16 Rampaging (Ram + paging)
- 17 Mighty (might + y)
- 18 Harpoon (Harpo + on)
- 19 Hofstra (search OF STRAngler)
- 20 Redoing (ignored)
- 22 Trams (smart)
- 24 Naomi (I + moan)

## 35 CRYPTIC CROSSWORD 2

### ACROSS

- 1 Aspire (praise)
- 4 Forwards (war + Fords)
- 9 Junks (two meanings)
- 10 Archrival (ch. + arrival)
- 11 Contempt (con + temp + T)
- 12 Stalin (stain + L)
- 14 Noun (non-U)
- 15 Peter Pan (paper net)
- 19 American (a + man + Eric)
- 20 Ogre (bOG REAding)
- 23 Kidnap (ink pad)
- 25 Five-star (lives + raft)
- 27 Flowering (f + lowering)
- 28 Islam (I + slam)
- 29 Skeleton (elks + Eton)
- 30 Bobbin (bobbin')

### DOWN

- 1 Adjacent (ant + DJ + ace)
- 2 Peninsula (steAL US NINE Parkas)
- 3 Rasher (two meanings)
- 5 Once (cone)
- 6 Wiretaps (sip water)
- 7 Revel (lever)
- 8 Silent (listen)
- 10 Apple pie (Pip peel a)
- 13 Berating (R + beating)
- 16 Nightclub (big lunch + t)
- 17 Legalese (gales + lee)
- 18 Merry Men (ry. + mermen)
- 21 Skiffs (skis + off - o)
- 22 Mexico (ox mice)
- 24 Drone (done + r)
- 26 Fido (f + I do)

## FAKE AD

The Fake Advertisement announced in the Table of Contents was for the Fischer-Spassky videos and appeared on page 63. By Burt Hochberg.

## 24 SUM OF THE PARTS

The six categories and their respective parts are:  
 SHIP: bow (A), bridge (D), cabin (J)  
 CAR: hood (B), horn (G), trunk (Q)  
 WRISTWATCH: band (C), hand (L), crystal (N)  
 COMPUTER: mouse (E), keys (K), RAM (M)  
 PANTS: fly (F), cuffs (I), pocket (P)  
 BOOK: leaves (H), spine (O), jacket (R)

## 25 PENCIL POINTERS

S	T	R	A	W	B	E	R	R	Y	S	H	O	R	T	C	A	K	E
R	A	T	H	E	R	O	O	H	I	N	G	E	V	E	N			
I	N	T	E	R	N													
S	K	I	R	T	I	N	G											
W	H	A	L	E														
N	A	T	E															
D	H	E	L	M	E	T	S											
R	A	F	T	E	R	E	R	I	K									
V	I	E	W	I	N	G												
O	L	L	I	E														
C	E	L	L															
A	I	D	L	E	S	S	E											
I	D	E	N	T	I	T	I	E	S									
O	U	G	H	T														
R	I																	
C	R	O	W	N														
A	P	I	G	I	N	A	P	O	K	E								
P	E	N	S															
T	D	A	D	A														
F	U	T	U	R	I	S	T	I	C									
R	E	P	E	L														
E	L	S																

## 30 LOGOMOTION

- |                            |                             |
|----------------------------|-----------------------------|
| 1. Dial soap               | 12. Lite beer               |
| 2. Seiko watches           | 13. U-Haul rental vehicles  |
| 3. Viva napkins            | 14. Eggo waffles            |
| 4. Equal sweetener         | 15. Nike athletic equipment |
| 5. Amara appliances        | 16. Tone soap               |
| 6. Tab soda                | 17. All detergent products  |
| 7. Visa credit card        | 18. Fuji film               |
| 8. Dixie paper             | 19. Dole fruit              |
| 9. Isuzu automobiles       | 20. Edge shaving gel        |
| 10. Dove soap              |                             |
| 11. Fox television network |                             |

## 31 BE SPECIFIC

H	E	M	P		T	A	C	O		A	B	I	D	E		S	T	U	B		
A	M	E	S		H	I	R	E		M	A	C	E	S		M	A	H	R	E	
H	A	S	A	F	E	M	U	R	T	O	P	I	C	K		A	R	E	N	T	
A	N	T	L	E	R	E	D		A	R	T	O	O		B	O	A	S			
D	A	M	N	E	D		S	L	A	I	N		F	U	R	N	A	C	E		
I	C	S		L	O	L	L	S		R	E	S	I	D	I	A	L				
A	N	I	S	E		I	F	I		M	E	E	T		S	O	R	R	Y		
W	O	N	T		W	H	A	T	S	A		R	E	E	F		N	U	T	S	
A	L	T		C	H	U	R	C	H	B	L	A	D	D	E	R		S	E	E	
S	T	H	E	L	E	N	S		R	O	S	Y		L	U	C	E				
H	E	E	L	E	R	S		P	L	A	T	E		D	I	L	E	M	M	A	
S	M	E	E		P	A	I	X		H	O	N	E	Y	D	E	W				
B	R	A		F	O	O	L	S	C	A	P	T	I	G	E	R		A	S	A	
L	A	M	P		R	I	T	S		S	E	R	V	E	S		B	N	A	I	
O	V	E	R	T		L	E	E	J		D	U	E		B	O	O	S	T		
B	E	S	E	A	T	E	D		U	R	A	L	S		I	O					
S	L	A	M	M	E	R		C	L	U	N	Y		U	N	W	I	S	E		
M	I	E	N		T	R	Y	S	T		M	C	G	I	L	L	I	S			
U	P	P	E	R		T	H	E	4	H	S	H	I	L	L	E	L	L	A	G	H
P	E	A	R	S		W	A	S	T	E		A	L	A	E		O	T	H	E	
C	A	N	E		O	N	T	H	E		T	O	N	S		N	E	T	S		

## 37 CRAZY NINES

C	H	A	C	H	A	C	H	A		P	I	C	A	S		S	I	M	P	A	T	I	C	O					
B	E	T	R	O	T	H	A	L		A	D	U	L	T		A	S	I	A	M	I	N	O	R					
R	A	T	I	O	N	A	L	E		T	E	S	L	A		W	A	S	T	E	L	A	N	D					
A	R	I	S	T	O	T	L	E		T	A	T	E	R		A	T	T	E	N	T	I	V	E					
D	I	R								I	M	A	G	E															
I	N	E	L	A	S	T	I	C		P	A	R	E	D		C	H	A	P	E	R	O	N	E					
O	G	D	E	N	N	A	S	H		A	N	D	S	O		D	E	B	R	I	E	F	E	D					
P	E	A								W	E	S	T	E	N	D		D	E	E	S		S	F	O				
E	A	C	H							P	I	N	T	A		A	R	E	A	S		C	O	A	L				
D	U	L	Y							E	N	D	O		O	D	D		E	R	S	T	A	C	N	E			
I	C	E	B	E	R	G				W	H	E	R	E	U	P	O	N		T	S	A	R	I	N	A			
A	L	A	R	M						H	A	R	T	C	R	A	N	E		A	C	O	I	N					
T	A	R	I	F	F	S				E	Y	E	S	H	A	D	O	W		C	S	H	A	P	E	D			
R	I	D	D							I	T	S	A		C	A	N		A	B	O	W		S	A	M	E		
I	R	A	S							L	E	A	D	A		A	R	C		S	L	O	P	E		S	T	A	R
C	E	Y								G	M	A	T		P	E	R	T	E	S		S	P	A	S		H	E	S
E	S	C	A	R	O	L	E	S		H	A	S	T	A		F	O	L	I	C	A	C	I	D					
A	T	O	N	E	M	E	N	T		E	L	C	I	D		O	N	A	N	Y		D	O	O	R				
G	O	N								M	A	R	G	E										N	N	E			
L	O	S	A	L	A	M	O	S		E	B	E	R	T		T	E	A	L	E	A	V	E	S					
E	L	U	C	I	D	A	T	E		R	A	W	E	R		E	R	R	O	R	L	E	S	S					
T	I	M	E	L	I	M	I	T		A	M	U	S	E		E	M	E	R	G	E	N	C	E					
S	E	E	D	I	N	E	S	S		L	A	P	S	E		M	A	D	D	O	C	T	O	R					



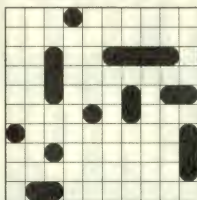
## 37 TO THE NINES

1. Philately
2. Challenge
3. Panoramic
4. Think over
5. Penalized
6. Anacondas
7. Fundament
8. Relatives
9. Complaint
10. Manifesto
11. Saltpeter

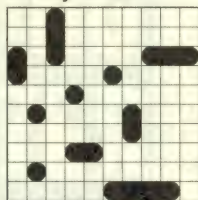
"I have a memory like an elephant. In fact, elephants often consult me."—(Noël) Coward

## 44 BATTLESIPS

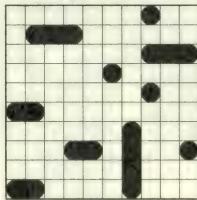
1-Seaman



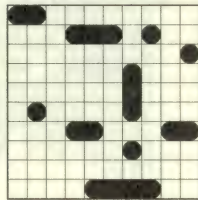
2-Petty Officer



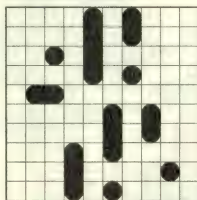
3-Ensign



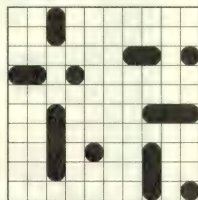
4-Captain



5-Commodore



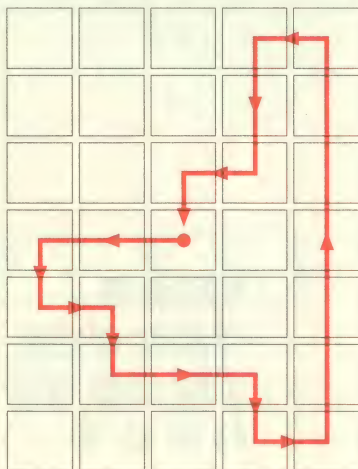
6-Admiral



## 64 PICTO-MAZE

Row 1 (left to right): Hugh Downs, Easter Island, Downy, South America, Westinghouse  
 Row 2: North Carolina Ave., 7-Up, *West Side Story*, countdown, North Pole  
 Row 3: Upright piano, North Dakota, *Watership Down*, Western Union, pinup  
 Row 4: *North and South*, Adam West, *My Left Foot*, *The Right Stuff*, Northwest Airlines  
 Row 5: *Down East*, underwear, *South Pacific*, Best Western, Upton Sinclair  
 Row 6: Down Under, Right Guard, Easter egg, *Up the Down Staircase*, Oliver North  
 Row 7: Copyright, Eastman Kodak, Mae West, *East of Eden*, John Updike's *The Witches of Eastwick*

The correct path is shown below:

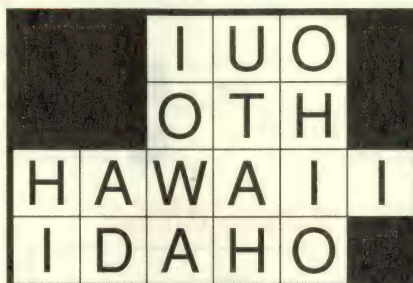


## WILD CARDS

### 61 GENDER BENDER

The ending is -ER, which changes WIDOW to WIDOWER.

### 61 UNITING STATES



### 61 VERY LATE LATIN

- 1-e, Christmas tree
- 2-d, car wash
- 3-o, warmonger
- 4-l, refrigerator
- 5-c, brainwashing
- 6-h, dishwasher
- 7-i, fax
- 8-f, cover girl
- 9-m, traffic jam
- 10-j, flashbulb
- 11-a, baby-sitter
- 12-n, travel agency
- 13-b, bestseller
- 14-g, discotheque
- 15-k, pinball machine

### 61 JEWELS AND JIM

The necklaces from longest to shortest are: pearl, turquoise, diamond, ruby, and jade. (From most expensive to least expensive the necklaces are: diamond, ruby, pearl, jade, and turquoise.)

### 61 AS EASY AS A-B-A

1. SOS
2. TNT
3. R.U.R.
4. MGM
5. SAS
6. CFC
7. H.R.H.
8. CBC
9. SDS
10. PCP

### 61 ANYBODY'S GUESS

Each word can be rearranged to spell a part of the body (EAR, ELBOW, HEART, NOSE, LEG, KNEE, PALM, ARM, CHIN, and WRIST).

### 47 CODE OF MANY COLORS

1. Atlanta, Tallahassee, Indianapolis (state capitals)
2. Alley Oop, Joe Palooka, Krazy Kat (comic strips)
3. Dorothy, Toto, Wicked Witch of the West (characters in *The Wizard of Oz*)
4. Horoscope, crossword, Ann Landers (daily newspaper features)
5. "Lady Madonna," "Yesterday," "Ticket to Ride" (Beatles songs)
6. *Hill Street Blues*, *Moonlighting*, *Cheers* (TV series)
7. Chocolate chip, pistachio, Rocky Road (ice cream flavors)
8. Whippoorwill, chickadee, skylark (birds)
9. *Blue Hawaii*, *Viva Las Vegas*, *Girl Happy* (Elvis Presley movies)

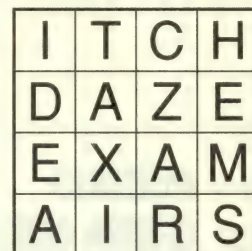
### 62 THE SEVEN C'S

4658985  
 260785  
 + 635785  
 5555555

### 62 THAT'S GAME SHOW BIZ

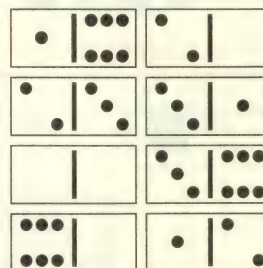
1. Jeopardy!
2. *The Hollywood Squares*
3. *Wheel of Fortune*
4. *The \$10,000 Pyramid*
5. *Family Feud*
6. *You Bet Your Life* (Bill Cosby will host a new version of the show this fall.)
7. *High Rollers*
8. *The Newlywed Game*
9. *The Price Is Right*
10. *Match Game*
11. *Password*
12. *Win, Lose or Draw*
13. *What's My Line?*
14. *Name That Tune*
15. *The Joker's Wild*
16. *Treasure Hunt*
17. *I've Got a Secret*
18. *To Tell the Truth*

### 63 PURE X-TO-Z



The leftmost column can also be IDES or IRES.

### 63 IN THE PIP LINE



### 32 THE COSTUMER IS ALWAYS RIGHT

1. F
2. A
3. D
4. B
5. J
6. H
7. I
8. E
9. C
10. G

### 51 CALL IT A WRAP

1. Life Savers
2. Film
3. Sphygmomanometer (blood pressure measuring device)
4. Yo-yo
5. Handcuffs
6. Chewing gum
7. Garden hose
8. Ace bandage



The six puzzles on this page are solitary versions of the classic paper-and-pencil game of Battleships. Each grid represents a section of ocean in which the entire fleet is hiding. This fleet consists of one battleship (four grid squares in length), two cruisers (each three squares long), three destroyers (each two squares long), and four submarines (one square each). The ships may be oriented either horizontally or vertically, and no two ships will occupy adjacent grid squares, *even diagonally*. The digits along the right side of

and below the grid indicate the number of grid squares in the corresponding rows and columns that are occupied by vessels.

In each of the puzzles below, a few shots have been taken to start you off. These may show water (indicated by wavy lines), a complete submarine (a circle), or the middle (a square) or the end (a rounded-off square) of a longer vessel. The puzzles get harder as you go. Only Battleships geniuses will reach the rank of admiral.

ANSWERS, PAGE 43



Water



Middle of a ship (will continue either left and right or up and down)

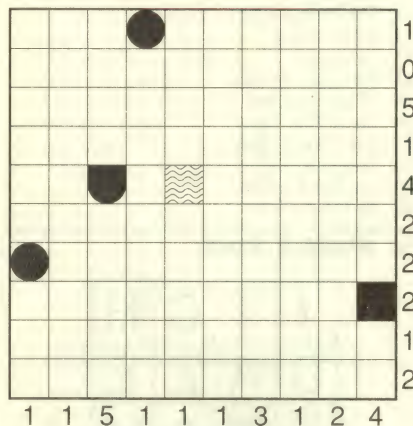


Submarine



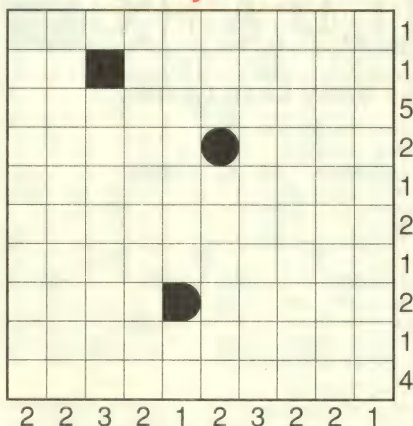
End of a ship (will continue in the direction of the flat side)

## 1-Seaman



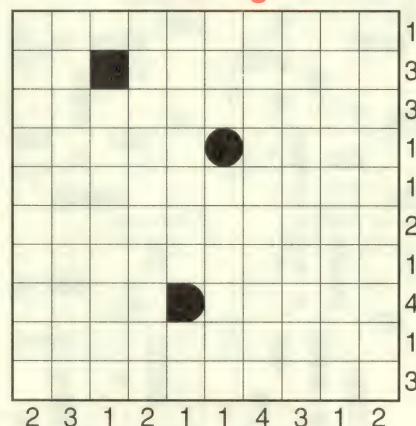
Battleship   
Cruisers   
Destroyers   
Submarines

## 2-Petty Officer



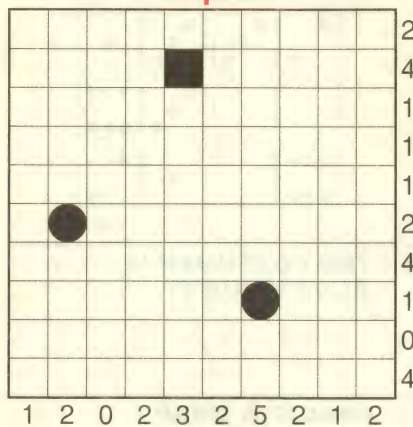
Battleship   
Cruisers   
Destroyers   
Submarines

## 3-Ensign



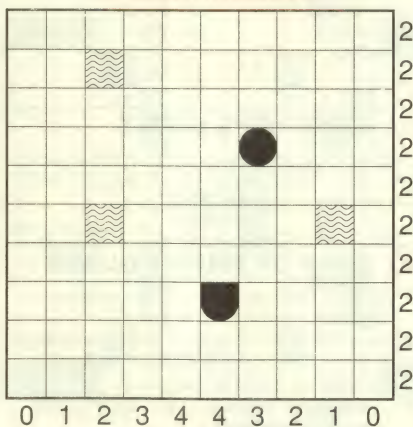
Battleship   
Cruisers   
Destroyers   
Submarines

## 4-Captain



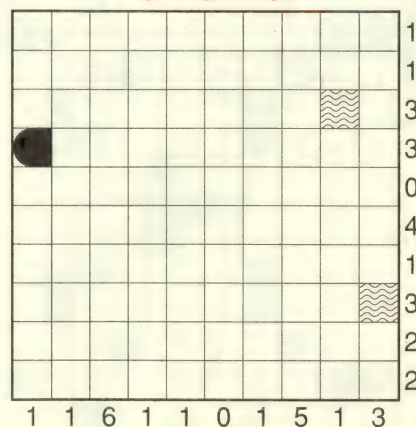
Battleship   
Cruisers   
Destroyers   
Submarines

## 5-Commodore



Battleship   
Cruisers   
Destroyers   
Submarines

## 6-Admiral



Battleship   
Cruisers   
Destroyers   
Submarines



# TAME THE HOLIDAY SHOPPING MONSTER



FE, FI,  
FO,  
HO, HO!

**GIVE  
GAMES**

**THIS YEAR  
AND TAKE UP TO  
1/3 OFF!  
(GET A FREE GIFT TOO!)**

# A GREAT HOLIDAY GIFT!

☒ **YES!** Send a year of GAMES to:

Gift #1:

Name

Address

City

State

Zip

Gift #2:

Name

Address

City

State

Zip

My Name:

Name

Address

City

State

Zip

I pay just \$14.97 for the first holiday subscription; a savings of 17% off the regular subscription price. For each additional subscription I order now, I pay only \$11.97, saving me 33%! I get FREE holiday cards to announce my gifts, and a FREE YULETIDE GIFT — GAMES Golden Greats — with my paid order!

☐ Include my own GAMES subscription at this special rate

☐ New ☐ Renewal ☐ Payment enclosed ☐ Bill me in January

Please allow 4-6 weeks for delivery. Canadian orders: \$19.97.

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My Name:

Name

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City

State

Zip

I pay just \$14.97 for the first holiday subscription; a savings of 17% off the regular subscription price. For each additional subscription I order now, I pay only \$11.97, saving me 33%! I get FREE holiday cards to announce my gifts, and a FREE YULETIDE GIFT — GAMES Golden Greats — with my paid order!

☐ Include my own GAMES subscription at this special rate

☐ New ☐ Renewal ☐ Payment enclosed ☐ Bill me in January

Please allow 4-6 weeks for delivery. Canadian orders: \$19.97.

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# A PHENOMENAL DEAL!

☒ **YES!** Send a year of GAMES to:

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Zip

Gift #2:

Name

Address

City

State

Zip

My Name:

Name

Address

City

State

Zip

I pay just \$14.97 for the first holiday subscription; a savings of 17% off the regular subscription price. For each additional subscription I order now, I pay only \$11.97, saving me 33%! I get FREE holiday cards to announce my gifts, and a FREE YULETIDE GIFT — GAMES Golden Greats — with my paid order!

☐ Include my own GAMES subscription at this special rate

☐ New ☐ Renewal ☐ Payment enclosed ☐ Bill me in January

Please allow 4-6 weeks for delivery. Canadian orders: \$19.97.

All other foreign: \$24.97, prepaid in US dollars. Six issues per year. 2AAC9





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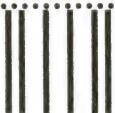
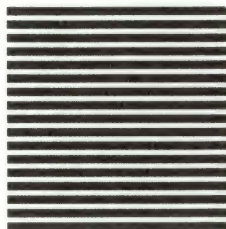
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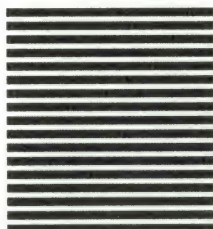
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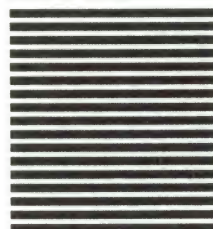
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**GIVE**

**GAMES**

**GET GOODIES**

**SAVE UP TO  
1/3 OFF  
ON GIFTS OF**

**GAMES**

**AND GET  
A GREAT**

**GAMES**

**GIFT  
ABSOLUTELY  
FREE!**



# CODE OF MANY COLORS

**E**ach set of dots at left represents the names of three related people, places, or things, in which the letters have been replaced by colors. As in cryptograms, the same color always stands for the same letter within each set, but the substitutions are changed for other sets. For example, orange—which starts the first puzzle—represents the letter A throughout that set, but it may represent a different letter in the other puzzles.

Discovering the category for each set is part of the challenge. But to help you crack the code, at least one item in each set has a very distinctive, possibly unique, letter pattern. Also, all three items in a set share enough letters that once you get one of them, getting the others should be relatively easy. If you need help, check out the hints at the bottom of the page.

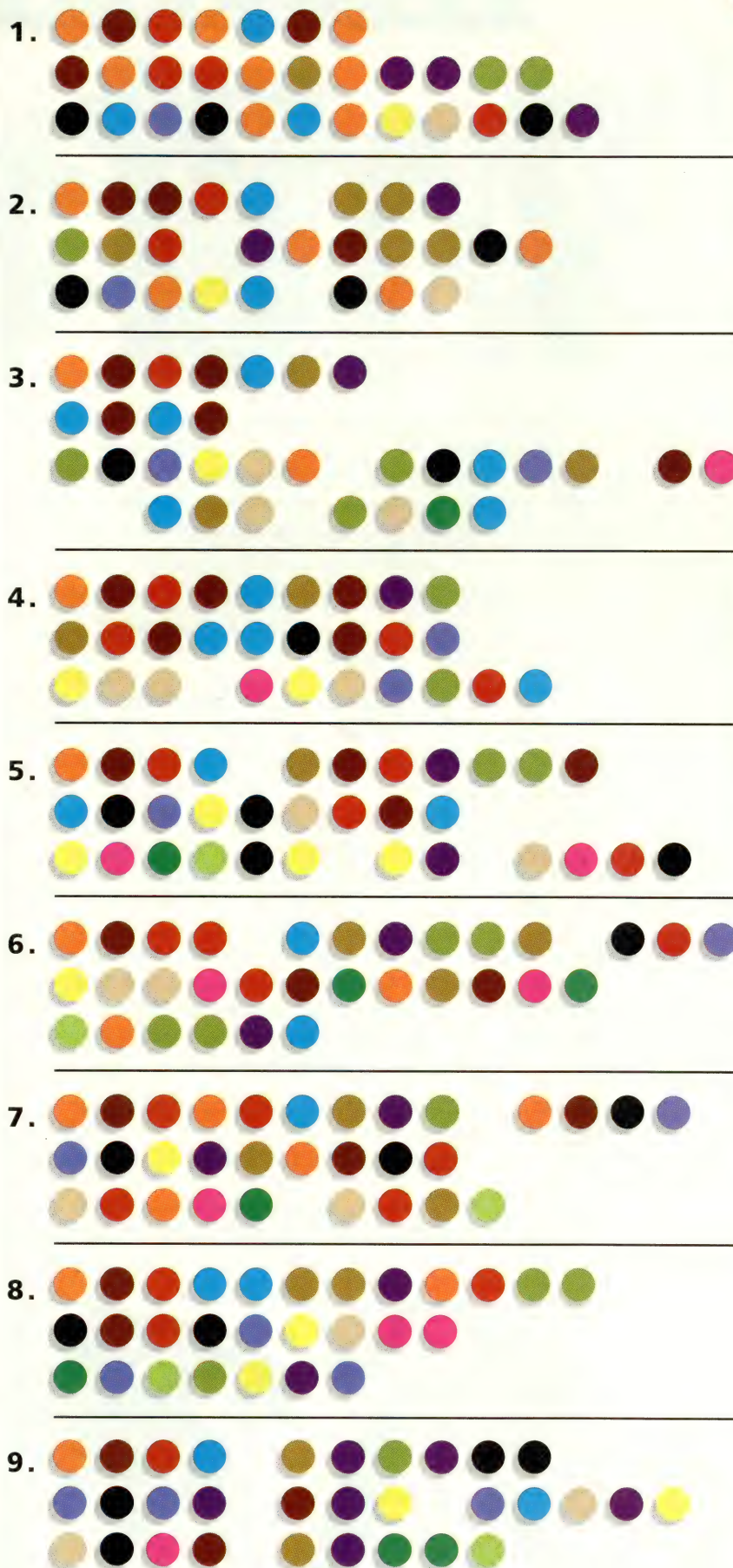
ANSWERS, PAGE 43

★★ By  
**Will Shortz**

## HINTS

To help you avoid seeing hints that you don't want, the letters in each clue below have been shifted one letter down the alphabet. To read them, shift them back by substituting each letter with the previous one in the alphabet. For example, D = C, B = A, Q = P, etc.

1. Dbqjubm jefb
2. Gvooz cvtjofth
3. B hjsm boe ifs eph
4. Sfbe bmm bcpvu ju
5. Xf dbo xpsl ju pvu
6. Xbudi ju!
7. Gps dpofifbet
8. Gps gfbuifscbjot
9. Bmm ibjm Uif Ljoh!





★★  
CONTEST

THE NAT

# Scavenger

A show of hands. How many of you remember our nationwide scavenger hunts from 1983 and 1989? Thousands of fearless hunters stalked 30 very specific items, from the dusty attics and cluttered basements of their own homes to the far reaches of the globe. In 1983, 700 contestants managed miraculously to ferret out all 30 items, no matter how old or otherwise seemingly impossible to find. In 1989, only one entrant found absolutely everything, including (the toughest item of the set) a printed weather forecast map for Kenya.

Will anyone manage to find all 30 items this time around? We doubt it—but we said that the *last* two times. So get ready once again (or for the first time) to make strange requests of your friends, your relatives, and a lot of total strangers in your pursuit of 1992's esoterica.

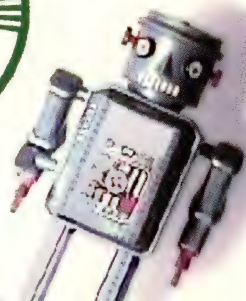
**How to play** The object is to collect one of each of the 30 items listed at right. Each item must be exactly as described on the list. Printed items must be professionally printed; handwritten, typewritten, photocopied, or otherwise homemade substitutes of any kind are not acceptable. Any item that we judge has been tampered with will be disqualified.

**Winning** The grand prize will go to the entrant who submits the greatest number of correct items. Runner-up prizes will be awarded to the 15 entrants with the next highest total of correct items. Additionally, a GAMES T-shirt will be awarded to the first entry received, if any, that contains all 30 items. Ties will be broken by random draw.

**\*If you win ...** You'll join the GAMES editorial staff for a week. We'll pay your round-trip transportation to New York City from wherever you live in the United States or Canada. We'll put you up at a fine hotel for six nights—and give you \$500 in spending money. At GAMES you'll get to test-solve puzzles, invent games, and help decide what goes in the next issue of the magazine. (If the winner is under 18, he or she must be accompanied by a parent or guardian at that person's own expense.)

**How to enter** All items must be mailed together in a single envelope. The number of items the envelope contains must be written on the back, along with your name and address. You may enter more than once (oh, sure), but each entry must be mailed separately. All entries become the property of GAMES and none will be returned.

Mail entries to: **Scavenger Hunt III, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** Entries must be received by November 2, 1992.





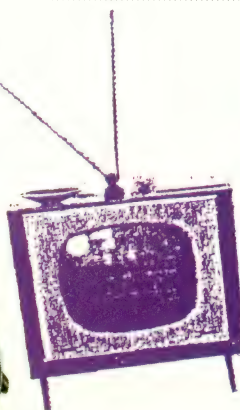
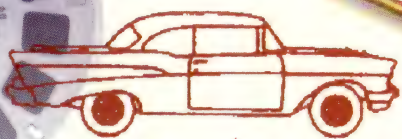
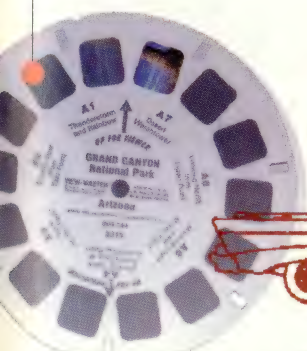
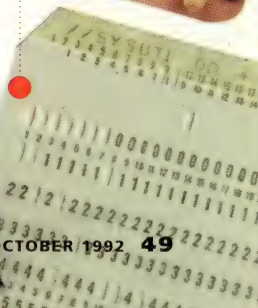
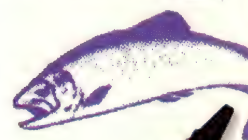
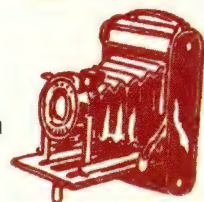
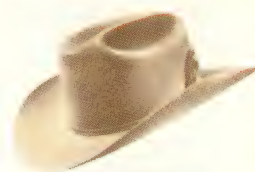


**Grand Prize**  
Be a GAMES Editor  
for a week!\*

**15 Runner-Up Prizes**  
A GAMES T-shirt

## READY ... SET ... FIND

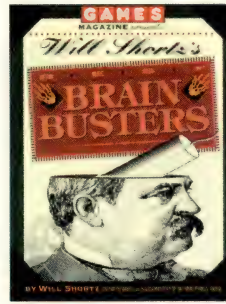
1. A box for an over-the-counter cold medicine that bears an expiration date in 1991
2. A telephone bill showing a call to the USSR
3. A subscription card from a now-defunct magazine offering a one-year subscription for less than \$10
4. A 45-RPM record with the word "Love" in the title
5. A pull-tab of the kind shown here from a beverage can
6. A raw umber Crayola crayon
7. A personal ad published before August 1992, containing not more than 10 lines and including all 26 letters of the alphabet (send the full page)
8. A 3 1/4" x 7 3/8" computer punch card
9. A jigsaw puzzle piece with a copyright symbol (©) printed on it
10. A \$10,000,000 bill from a game
11. A joker from a round deck of playing cards
12. A bumper sticker for a radio station that has a Z in its call letters
13. An unused air sickness bag from an airline based outside the United States and Canada
14. A beer coaster showing a mug or stein of beer
15. A Viewmaster reel of a national park
16. A ticket stub for row G, A, M, E, or S, seat 15
17. A prize ribbon from a state fair
18. A page from a compact disc booklet giving a time between 3:40 and 3:49 for the third track
19. A marathon runner's number that includes the name of the marathon
20. A Mother's Day card that plays music when you open it
21. A postcard that shows a completely black picture with the message "[some city] at night"
22. A sweepstakes envelope with a picture of Ed McMahon
23. A golf course scorecard with par 74
24. A Yellow Pages ad that contains the phrase: "We make house calls"
25. A yellow diamond-shaped car sign that says "\_\_\_ on board"—in which the blank can be anything except "baby"
26. A front page of a newspaper from July 1992 that contains two words of six or more letters that are anagrams of each other (circle the words)
27. A baseball card of a player who is not wearing a cap or helmet
28. Cardboard 3-D glasses
29. A photo from a wedding reception showing a bride (in a white gown) being given cake by the groom
30. A furniture tag that says: "Do not remove this tag under penalty of law"





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**The New York Times**  
DAILY CROSSWORD PUZZLES

EDITED BY  
WILSON J. HOLZMAN

MAY 1971  
DAILY PUZZLES


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**SUNDAY CROSSWORD OMNIBUS**



**The Washington Post**  
SUNDAY CROSSWORD PUZZLES

**2**


50 Sunday-Size Puzzles  
Edited by William Luteniak  
and William R. Mackaye

A vintage typewriter with a checkered ribbon. The typewriter is dark-colored with a light-colored keyboard. The ribbon is black and white checkered. The brand name 'The Washington Post' is visible on the front of the machine.

**The Nation.**  
CROSSWORD PUZZLES

■ By Frank W. Lewis  
Previously seen in The Nation Weekly

**The Nation.**  
CROSSWORD PUZZLES



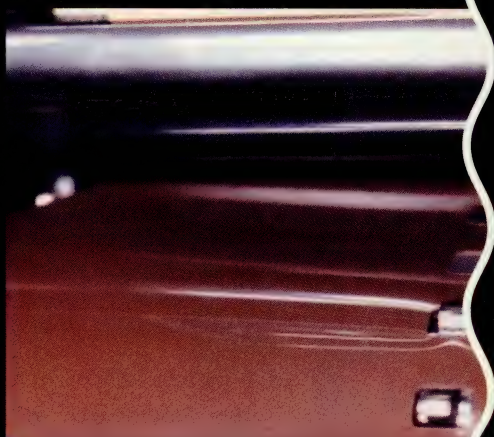
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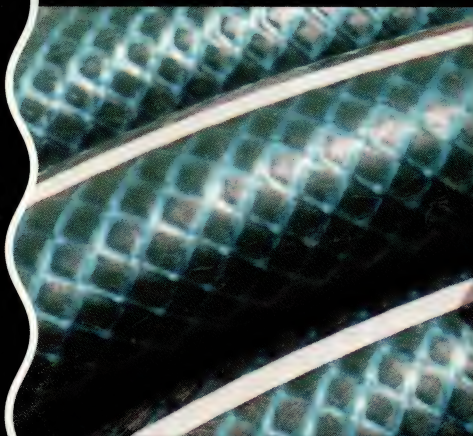
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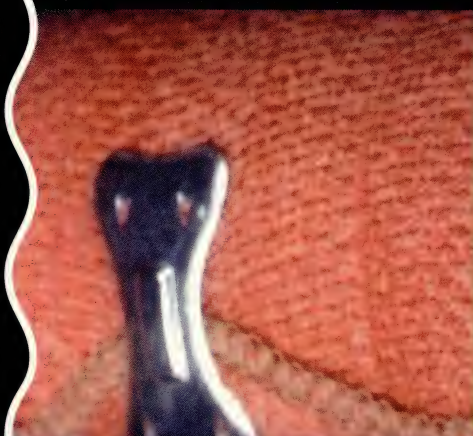
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# ••••• GAMES & BOOKS •••••

## PARTY GAME

### SCRUTINEYES

**COMPANY** MATTEL **PRICE** \$35-\$45 **NUMBER OF PLAYERS** 2-8 ADULTS **PLAYING TIME** 30 MINUTES



SIMPLE  
CHANCE

COMPLEX  
SKILL

Mattel bills their new party game, Scrutineyes, as "the game of closer looks," and they're not kidding. The game comes with 24 large pictures, each stocked to bursting with items that either are associated with a certain category or begin with a certain letter. The gorgeously detailed letter pictures are from Mike Wilks's bestselling 1986 book *The Ultimate Alphabet*. The bright and busy cartoon drawings were created especially for this game by Rick Skelton.

To win, you and your partner must find and list more items than your opponents. And you have to look sharp, since you have only one minute. Each two-player team randomly chooses a picture and covers half of it, using only the exposed half for the game. In the Wilks paintings, you have to find things beginning with a certain letter of the alphabet. In a cartoon, you'll be looking, perhaps, for types of transportation.

The timer is started, and one member of each team frantically starts whispering answers ("Triceratops! Torpedo!

Tanzania!") to the other, who scribbles the words as fast as they come. When time is up, teams swap pictures and begin again, and so on until every team has played every picture. Teams then score points for items they alone have discovered.

But the game does not end there. In the second round, the pictures are closely scrutinized for yet another minute as players look for items that were not



found by anybody in the first round. A team that lists something previously found loses points.

As the instructions warn, Scrutineyes is not for kids. The Wilks paintings in particular include objects so arcane that most adults will be hard-pressed to name more than a few of them. So hypnotically fascinating are these works of art that you might be tempted to hang them on a wall, were they not part of such an entertaining game. ■ —Eric Berlin

## PARTY GAME

### MOCK MY WORDS

**COMPANY** TW2, LTD., BOX 774, MATTHEWS, NC 28106 **PRICE** \$28-\$32 **NUMBER OF PLAYERS** 2-4 ADULT TEAMS **PLAYING TIME** 60-90 MINUTES



SIMPLE  
CHANCE

COMPLEX  
SKILL

"It's not what you say, it's what you hear." That's a trademark of this company, and a true mark of Mock My Words, a silly/funny combination of puzzle, wordgame, and boardgame.

The main play—and the most fun—is guessing phrases, titles, persons, etc., represented by groups of unrelated words whose meanings are irrelevant but whose sounds are all-important. For example, ICE MAIL ASK

## THE GAMES FILE

### The "Playable Art" of Kate Jones

In 1976, after reading Arthur C. Clarke's science fiction novel *Imperial Earth*, Kate Jones was inspired to create a game. In the book, a character plays with a set of blocks—the 12 two-dimensional arrangements of five squares joined at their sides—called pentominoes. Living in Iran at the time, Jones commissioned a Persian craftsman to fashion a set made of ebony inlaid with ivory and metal. (That prototype now holds a place of honor in her workshop.) Thus was born the game that eventually was named Quintillions, which begat a game company called Kadon Enterprises.

## FAMILY GAME

### RUMMIKUB 500

**COMPANY** PRESSMAN **PRICE** UNDER \$10 **NUMBER OF PLAYERS** 2-4, AGES 8-ADULT **PLAYING TIME** 30-60 MINUTES



SIMPLE  
CHANCE

COMPLEX  
SKILL

Another rummy game? Evidently this theme has not yet been played out, since Rummikub 500 offers something really new.

The game uses a standard deck of cards (though of miniature size) and a board divided into four colored territo-

ries of 15 spaces each, one territory per player. Each territory includes one "joker" space, and there are three neutral spaces.

Seven cards are dealt to each player, one is placed face up on each joker space, and one is turned up to start a discard pile. A player's turn consists of drawing either the top card from the deck or any card from the discard pile along with all cards above it, then making whatever plays on the board are possible or desirable, and finally adding a card to the discard pile.

The object is to go out by getting rid of all your cards. You do this by play-





HUNK is nonsense, but string the words together and repeat them aloud, and before you know it you're hearing I SMELL A SKUNK as enunciated, perhaps, by Yakov Smirnoff.

"Callers" from each team take turns drawing cards (there are 432 cards with 2,160 puzzles) and giving clues to their teams. Because of the liberal cluing rules, guessing the words is not hard. The challenge is to combine their sounds into the quite different words you're intended to hear.

A correct answer wins the card and earns the right to advance on the board, where various



spaces entitle you to draw another card or offer the possibility of earning double scores along with the

risk of being sent to a penalty box. If you fail to answer within the time limit, anyone else may call out the answer and advance if correct.

When all tokens have reached the center, the game is over. The winning team is the one with the most points as determined by the values shown on the cards won by each team—a neat feature.

When there are a lot of players on four teams, the game tends to run a bit long. But you can easily compensate by ignoring the "draw again" space, for example, or by setting a time limit and adding up the scores when it's been reached. Whatever you do, you're sure to find that DISC AMOS AWL OTTER FAWN. ■  
—Gloria Rosenthal

Quintillions, still the flagship of the Kadon line, is a "combinatorial set" with which you can play five strategy games and hundreds of puzzles, some easy, some all but impossible. It was followed by Super Quintillions, a set of 18 supplemental pieces for playing more complex games and puzzles; Triangoes, which explores the combinatorial possibilities of triangles; Roundominoes ("I wanted to see what could be done with 90 degrees of arc"); Sextillions; Quintachex; etc. Kadon games, however, are not limited to combinatorial sets. Although each game is unique, they are all in some essential way related, like children of the same parents. "My games," Jones says, "celebrate the uniquely human faculty of thinking abstractly."

The interests of this remarkable woman go beyond games and puzzles. We were amazed to learn that for 30 years of her life Jones has been a teacher of ballroom dancing and a competitor in pro-am ballroom events. "Not so surprising," she says. "Dancing is just geometry in motion."

The Kadon catalog comprises some 40 widely varied games that Kate Jones has invented, improved, or adapted, including: beautiful reproductions of famous games from antiquity; Dodecamente, a strategy game combining elements of backgammon, pachisi, and go; "meta-games" such as Proteus, in which the rules change according to where the pieces are, and Lemma, in which the object is to create the rules; and the



great connection games Kaliko (which was unavailable for years until Jones revived it) and Octiles.

Though playability is of course her primary concern, Jones is dedicated to crafting games that are also esthetically beautiful and that are pleasurable to handle. All her games are made in her own workshop, and many have won awards for craftsmanship as well as for the quality of their play. Six of them have been included at least once in *The GAMES 100*; Quintillions has appeared six times!

You won't find Kadon games in your local shop; Jones sells only through the mail, at craft fairs, and at game and science fiction conventions. "When I started I did all the wrong things and tried to sell to stores too cheaply. I was naive. The public was unaccustomed to the kinds of games I was making, and it took time to find our own niche."

If you want to be part of the Kadon niche, send \$1 for a catalog to Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122. ■  
—B.H.

ing them on the board, one card per space, in standard rummy lays (three or more cards of the same number or of the same suit in sequence) and by adding cards to existing lays. You may play anywhere on the board, in any territory.

Lays that share a common card "intersect." Intersecting lays can form chains that stretch all across the board. If even a single card belonging to such a chain is in your territory when you go out (ending the round), you score for every card in the entire chain, as well as for all the cards still being held by all your opponents.

Obviously, connecting up large

chains to your territory and going out can mean a ton of points. But to create those chains you have to invade your opponents' territories—a risky business, since if one of them goes out before you do, *that* player, not you, gets credit for the chain you have so painstakingly linked up, including the connected cards in your own territory. This element of risk combined with the possibility of great rewards makes Rummikub 500 an especially intriguing competition.

The game is usually played to 500 points, but you can easily change that number if you want a longer or shorter game. ■  
—Sid Sackson



# GAMES & BOOKS

## STRATEGY BOARDGAME

### HAUBERK

**COMPANY** HAUBERK, INC., BOX 2371, CHESAPEAKE, VA 23327 **PRICE** \$22 + \$3 P&H  
**NUMBER OF PLAYERS** 2-8, **AGES** 10+ **PLAYING TIME** 2 HOURS



Not the medieval battle game it appears to be, Hauberk is a clever boardgame of strategy and timing.

The board consists of eight castle

castle, are placed face up in the center; keys (one per castle), weapons, shields, and thieves go face up on the object spaces; and dragons, gold sacks, rations, ships, horses, and one princess are randomly distributed face down among the castles. The object is to find and rescue the princess.

Near each castle are spaces where players keep the three items they are permitted. You may not hold more than three, so if you want a new one you have to get rid of one you already have. This is a big problem, a *big* problem.

The princess can be rescued only by a player knight who enters her castle. To become a player knight, you need to get to a corner chalice while holding a ship, a gold sack, and a ration, which can be found in the castles. To enter a castle, you need the proper key, and to avoid being detained by the dragons inside, you also need the matching protection sword, which you get by collecting a set of identical cards (on each turn you draw a card from the deck and discard one). To safeguard your items from thieves, you need a hauberk or a shield; to steal something, you need a dagger or a crossbow. To travel faster, you need a horse.

That's eight items. Eight is enough, but three is all you get, which makes Hauberk an exciting game of knuckle-biting decision-making about ever-changing priorities. ■ —B.H.



spaces of different colors, a large center space surrounded by "object spaces," and a movement area. Each player has a single piece, which is moved according to dice rolls. Various items are represented by little cardboard squares. Protection swords, each matching one

## ETCETERAETCETERAETCETERAETCETERAETCETERA

You've had your fill of cube puzzles, and now that your hands have healed you're ready for **Masterball Rainbow** (Baekgaard Ltd., (800) 323-5413; about \$25). It's a sphere made up of 32 segments in four horizontal bands and eight vertical "slices," each slice a different color. You can twist the bands or slices independently—which will of course mess up the original color pattern (as we've done at right). But if you live long enough you'll get it back: There are only 350,000,000,000,000,000,000 possible combinations.

Not quite so intimidating but no less beautiful is the **Master Triazole** (DaMert Co., about \$15)—a thick cardboard puzzle consisting of 24 triangular pieces nicely tucked into a hexagonal frame. On each side of the triangles and the frame is half a flower or lizard (depending on which puzzle you get). You're supposed to remove the pieces and then put them back so that the two halves of all the items match. The trouble is, every side matches somewhere.

Jigsaw puzzlers: Tired of staring at the same old flat pictures of kittens, castles, and kitsch? **Puzz-3D** (Wrebbit, (800) 678-6789) should give you the lift you need. These are jigsaws you put together not only sideways and lengthwise but also upward. When you're done, you've got a scale model of an actual building. The four available puzzles are (in descending order of difficulty): Bavarian castle (\$40-\$45), U.S. Capitol (\$35-\$40), Victorian Mansion (\$25-\$30), and Alexandra House (\$19-\$23). ■



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You begin with a tribe of nomads whose skills are limited to mining and irrigation. Your task is to educate, defend, feed, and otherwise develop the tribe into a viable civilization through the millennia and into the future. You establish a town, learn how to feed your people, and decide what skills they should learn: the alphabet, the wheel, mapmaking, horseback-riding, etc. Your decisions profoundly affect what kind of future your people

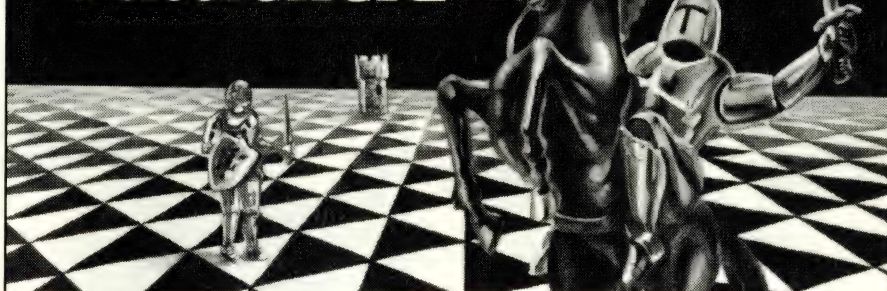


will have. Should you favor defense, military expansion, or scientific research?

Another problem you will have to deal with is overpopulation, which will require you to extend your borders. As soon as your people discover other civilizations you will have to judge whether to consider them potential enemies or trading partners.

You "win" either by being the first civilization to reach Alpha Centauri or by wiping out all rivals. But running a civilization is not a walk in the park. If you haven't succeeded in 6,000 years, the program mercifully offers to retire your dynasty. After battling militaristic Zulus, trembling in fear of Chinese nuclear rockets, and crushing domestic attempts to overthrow my own government, I gratefully agreed, looking forward to my next opportunity to run a world. ■ —Brad Friedman

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Our other popular poster games include *Computerese*, for computer enthusiasts, *Catchpenny*, for lovers of fairy tales, *Shakespeareance*, and *Proverbidioms II*, the sequel to the original bestseller. The posters sell for \$15 each plus \$4 s&h. (N.Y. add sales tax) Or, send \$1 for our full-color catalog!

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**SO** you have a great idea for a game. Now what?

If you try to sell your idea to the major game manufacturers, most likely they will slam the door in your face—politely, of course—because they prefer to deal with agents or experienced inventors who understand the needs of the marketplace. So you think about signing with an agent, but when you ask around you discover they get 60 or 70 percent of the take, even more. And anyway, how can you be sure your idea won't be stolen if you show it to someone? Do you want to give \$500 to a lawyer before you've even begun?

Maybe you should go it alone. But how exactly do you get a game manufactured? What size budget do you need? Who prints gameboards and play money and game boxes? Where do you get custom dice and playing pieces? How do you decide what size box you need for everything? Who does the sorting and collating? Who writes the rules?

And once you've solved all those problems and invested some money and made enough games to fill the garage and all the closets, you still have the knotty problem of selling them. If you want to sell nationally you need a distributor, but those guys don't work for nothing, no sir. Can you sell enough to local shops to make it worth your while to schlep them around in your car every Saturday? Maybe you can sell them by direct mail—but where do you get lists of prospective buyers? And if you get good lists and spend a lot of money on printing and postage and your game doesn't sell—what then? Whatever you do, don't quit your day job.

Discouraged yet? Don't be. If you know what you're up against—if you can get realistic, practical advice on all aspects of inventing, manufacturing, and marketing games from top professionals in the business—you can avoid the pitfalls and dramatically improve your chances for success.

Enter GAMA/GIA. For the last four years, the Game Manufacturers Association (GAMA) and the Game Inventors of America (GIA) have jointly organized an annual show including exhibits, seminars, roundtables, workshops, and even private inventor interviews with game company executives. In Las Vegas yet.

Attending this event is not cheap, what with travel and hotel expenses plus the registration fee; but if inventing games is what you've gotta do, in the long run it's your best move. Go and listen and observe and ask questions. If you then decide to go ahead with your game



## THE DO'S, DON'TS & MAYBES OF **GAME INVENTING** BY BURT HOCHBERG

idea, you will have saved a small fortune and a ton of aggravation; if you decide not to, you will have saved a small fortune and a ton of aggravation.

Here, for instance, are some golden nuggets from Larry Bernstein, senior vice president of marketing at Mattel:

- Test games not with friends but with strangers. Tests designed to succeed don't work. Don't delude yourself.
- Stick to subjects that are fun. Geography is not fun, the stock market is not fun, the environment is not fun: noble, maybe, but not sellable.
- Assume it's been done already. Originals succeed but imitators fail.
- Miracles do not happen.

From Charles Phillips, a prolific and successful game inventor:

- Establish an emotional link between the players and the theme of the game.
- The goal must be directly aligned with the theme. The emotional link drives players to want to win.
- Introduce barriers to create difficulty; uncertainty creates excitement.

From Carol Rehtmeyer, president of Rehtmeyer Design, a game designer for most leading game companies:

- Make sure everything in the game works as it's supposed to; don't expect players to guess.
- Aim your game for a specific age market. Test it in that age group.
- Adults enjoy social interaction. "Interesting" doesn't sell; excitement sells.

From Chris Campbell, vice president of marketing at Tyco:

- Make sure your game has memorable

features and an easy concept to explain.

- Kids love irreverence and countercultural themes.

- Be prolific, patient, and persistent.

From Michael Gray, manager of product development at Milton Bradley:

- If the rules are too long, the problem is with the game, not the rules.

- The more players a game is designed for, the more parts are needed and the more it costs to produce.

- The best sort of game is one in which each player still thinks it is possible to win just before the end.

- Never use "he or she" when writing rules; use "they" or "you." Never use "may" or "can"; players must be given positive, unambiguous directions.

Other speakers explained the pros

and cons of working with agents, how to raise capital, how and why to obtain patents and copyrights, and much more.

And then there were the workshops. In one of them, the attendees were divided into teams, given a theme, and asked to brainstorm-invent a game

in 30 minutes. At the end of that time, a panel of experts voted on the results. This was more than fun; it was a valuable lesson in creativity on demand. Virtually every idea created in that half-hour would make a viable game, and several of them undoubtedly will.

And then there were the one-on-one inventor interviews. Company executives devoted several afternoons to evaluating actual game prototypes submitted by independent inventors. Unless you're a well-known inventor, getting your game looked at by a major game company is usually harder than arranging an audience with the Pope. But at the GAME/GIA show, you can not only sit down with these folks and go over your ideas, you can collar them in the hallways or even in the pool (if you can recognize them without their clothes on).

And then there were the exhibits: 87 booths in all. Many independent inventors showed their games for the first time; a few game companies (such as Abalone Games, Mayfair Games, TSR, and others) exhibited their current lines; and makers and suppliers of game equipment displayed their wares.

Oh yes: For retailers in the games business, GAMA also offers retail seminars.

For info about next year's show, which will be held March 7-10 at the gorgeous Tropicana Resort Hotel in Las Vegas, write GEMCO, Box 867623, Plano, TX 75086. ■

*Burt Hochberg is a Senior Editor of GAMES.*



# The N.E. THING PUZZLE Vol. V

Time to think about getting some of our amazing 3-D gaze Toys as that special Christmas gift or stocking stuffer. No contest this time, just a sample from one of our nifty Post Cards, for you to enjoy! The N.E.Thing Amazing 1993 Calendar is not to be missed, with all new Art and some new techniques! We're sure you'll really love it!

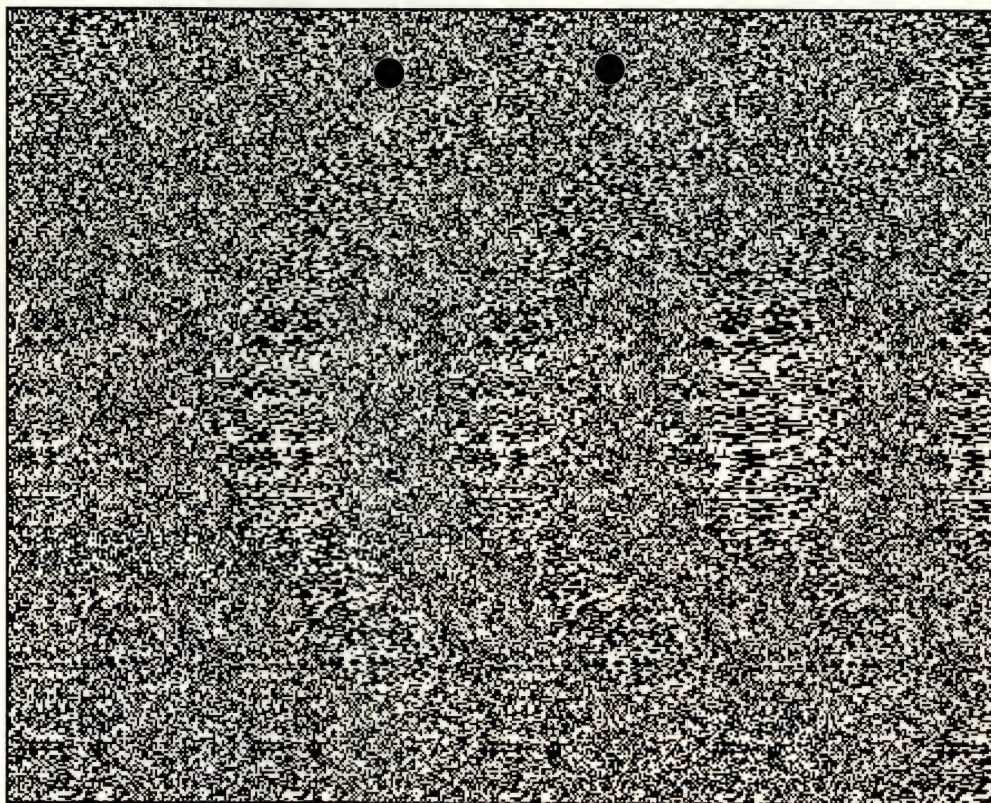
This picture is a STARE-E-O. To see the image, diverge your eyes as if looking at an object twice as far as the page is from your eyes. When the fusion dots overlap, creating a single solid central dot, your eyes are aimed right. Hold the central dot in your gaze. The answer will appear in 3D among the dots. It might take you a long time to see the

image, so - be patient, the illusion is worth the effort!

If you cannot "see" the 3-D image, but would like more information, send in the coupon without an answer. We'll send you our catalog, a complete explanation, and more samples!

Looking at STARE-E-Os is good exercise for your eyes but don't overdo it (do some pushups, or go fly a kite, or send us an apple pie). We hope you enjoy this puzzle. Copy it, share it with your friends, collect the entire set, and ... KEEP GAZING!

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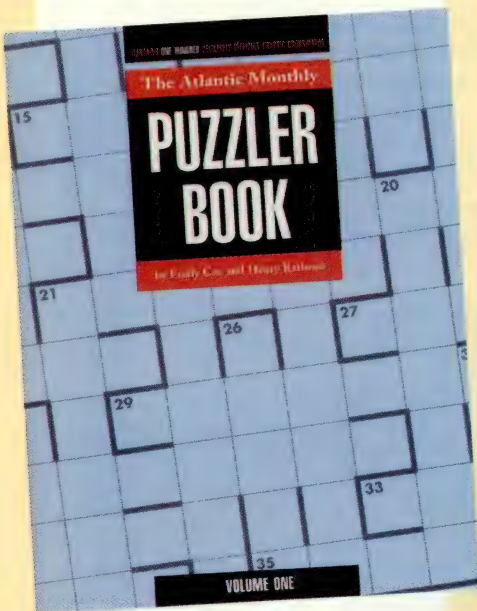
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# CONTEST RESULTS

FROM JUNE

## CARTOON REBUSES

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6. Lake Louise (lei-clue-ease)
7. Delta Burke (dell-tub-irk)
8. Evonne Goolagong (eve-on-ghoul a-gong)
9. Enrico Fermi (N-reek-oaf-air-me)
10. Alpha Centauri (ALF-assent-or-E)
11. Hoagy Carmichael (hoe-geek-arm-lke'll)
12. "Life Is Just a Bowl of Cherries" (lie-fizz-just-a-bow-love-chair-E's)
13. "The Snows of Kilimanjaro" (thus-nose-of-kill-Amman-jar-oh)
14. Khyber Pass (chi-burp-ass)

Incidentally, in all "Cartoon Rebus" contests, the judges use the explanations in parentheses only to evaluate possible alternate answers. Entries are not disqualified for listing the parts of an answer differently from how we do.

The grand prize winner of \$500, chosen at random from among the correct entries, is Steve Trenjan, of Barberton, Ohio. Runner-up GAMES T-shirts go to: Joseph Anselmi, Wilton Manors, FL; Irene DiCaprio, Orange, CT; William Eisenman, Elizabeth, NJ; Amy Foster, Lafayette, IN; Karen Gleeson, Kirkland Lake, Ontario; Dave Jorgensen, Huntsville, AL; Noreen Litchfield and Charlie Morse, John-

ston, RI; David Mihalick, Pueblo, CO; Christine Mullen, Roseburg, OR; and Karen Scusa, Blaine, MN.

—Amy Goldstein

FROM JUNE

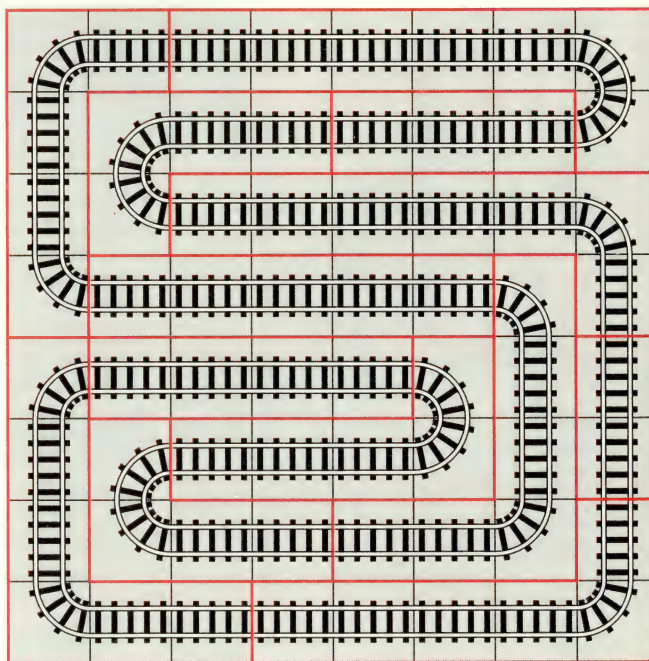
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—Peter Gordon

### The Correct Solution





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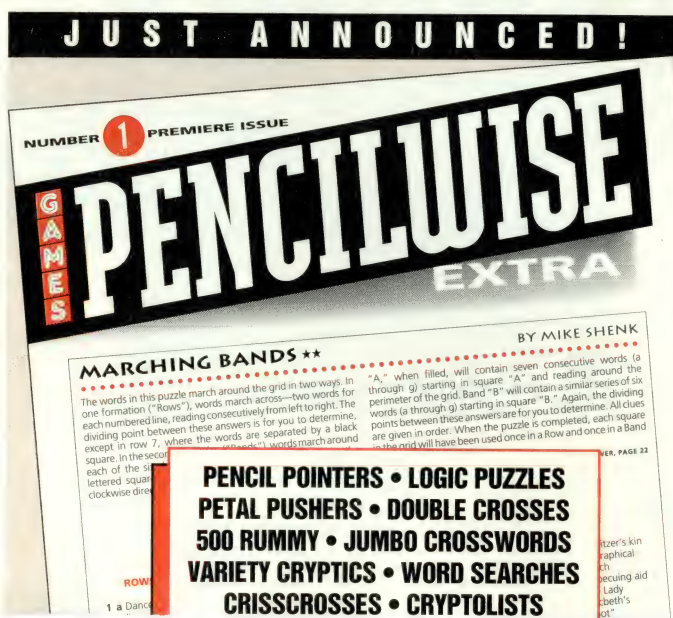
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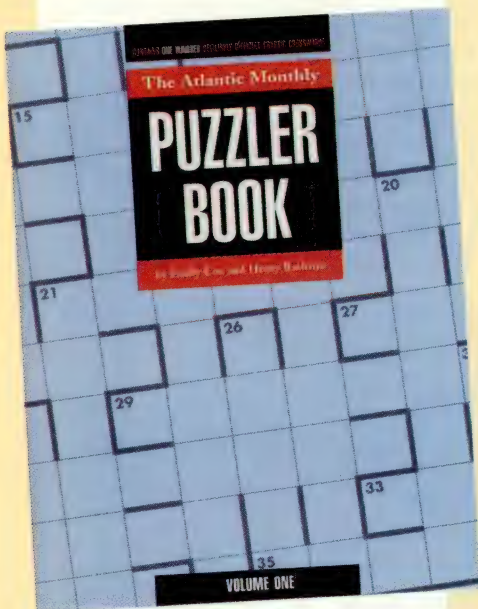
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12. "Life Is Like a Bowl of Cherries" (ll)

ston, RI; David Mihalick, Pueblo, CO; Christine Mullen, Roseburg, OR; and Karen Scusa, Blaine, MN.

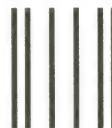
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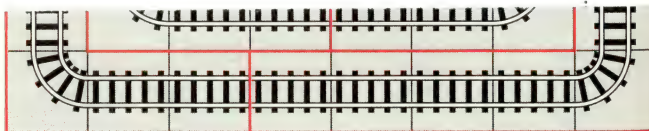
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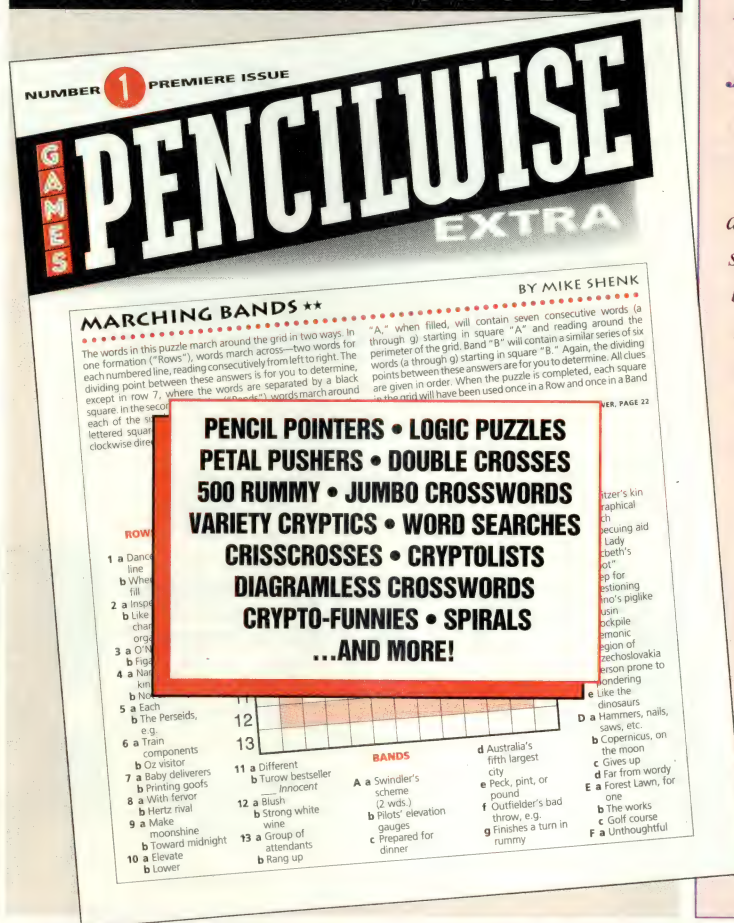
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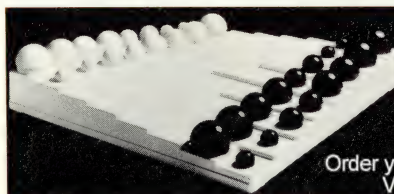


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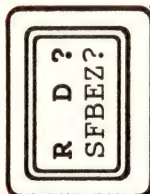
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# WILD CARDS

edited by peter gordon

## FOR THE RECORD

### GENDER BENDER

There are a number of suffixes that change words from masculine to feminine. For example, -ESS changes POET to POETESS, -ETTE changes BACHELOR to BACHELORETTE, -INA changes CZAR to CZARINA, and -INE changes HERO to HEROINE. We can think of only one suffix, however, that changes a word from feminine to masculine. What is it?

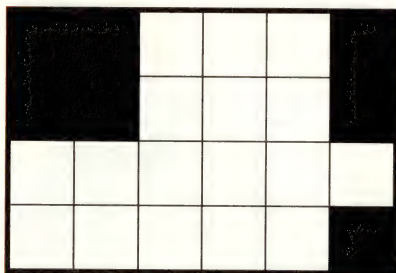
—Peter Gordon



## TEASERS

### UNITING STATES

Can you interlock the names of five different U.S. states in the grid below? All names must read across or down.



—Raymond D. Love

## LOGIC

### JEWELS AND JIM

James the Jeweler's showcase contains five necklaces, all with different prices, lengths, and stones. The turquoise necklace is the cheapest; the diamond necklace is the most expensive. The pearl necklace costs more than the jade necklace. The ruby necklace is more expensive than the only necklace longer than the only necklace cheaper than the only necklace shorter than the ruby necklace.

Can you help Jim arrange his necklaces in order of length, from longest to shortest?

—Bob Stanton

## TWISTS

### AS EASY AS A-B-A

Each clue below leads to a three-letter answer in the form A.B.A.; that is, the first and third letters are the same, and each letter is pronounced individually. Getting 7 or more is good, and answering all 10 will really wow us.

1. Distress signal
2. Highly explosive material
3. Čapek play
4. Production company of *The Wizard of Oz*
5. Carrier to Stockholm
6. Ozone layer destroyer
7. Title for a king or queen
8. Northern Neighbor's network
9. '60s radical group
10. Angel dust

—Ogden Porter

## TEASERS

### ANYBODY'S GUESS

The 10 words below have something in common. Can you tell what?

ARE BELOW EARTH  
EONS GEL KEEN LAMP  
MAR INCH WRITS

—Liz Stoffel

## IN OTHER WORDS

### VERY LATE LATIN

Most people consider Latin a dead language, but technically it's not—it's still spoken officially at the Vatican. But how do you say "television," for example, in a 2,500-year-old language? Well, according to the *Lexicon Recentis Latinitas* (or *Dictionary of Recent Latin*), the correct term is *instrumentum televisificum*. We've taken 15 more of these newly coined and official Latin terms for modern things. Match them to their English equivalents and see if you aren't surprised at just how much modern Latin you know.

1. *arbor natalicia*
2. *autocinetorum lavatrix*
3. *belli instigator*
4. *cella frigorifera*
5. *coercitio mentis*
6. *escariorum lavator*
7. *exemplum simillime expressum*
8. *exterioris paginae puella*
9. *fluxus interclusio*
10. *fulgor photographicus*
11. *infantaria*
12. *itinerum procuratio*
13. *liber maxime divenditus*
14. *orbium phonographicorum theca*
15. *sphaeriludium electricum nomismate actum*

- a. baby-sitter
- b. bestseller
- c. brainwashing
- d. car wash
- e. Christmas tree
- f. cover girl
- g. discotheque
- h. dishwasher
- i. fax
- j. flashbulb
- k. pinball machine
- l. refrigerator
- m. traffic jam
- n. travel agency
- o. warmonger

—Will Shortz



# WILD CARDS

## NUMBER PLAY THE SEVEN C'S

Although the Pacific Ocean, the Baltic Sea, and the Arctic Ocean are only three bodies of water, in the addition problem below they add up to the Seven C's. Can you replace each letter with a different digit to make the sum arithmetically correct? There is a unique solution.

$$\begin{array}{r}
 P A C I F I C \\
 B A L T I C \\
 + A R C T I C \\
 \hline
 C C C C C C C
 \end{array}$$

—Raymond D. Love

## TRIVIA THAT'S GAME SHOW BIZ

Some television game shows have been around for so long that they've had many different hosts. Can you name the shows hosted by the following people? If you get more than 12 right you deserve a "special prize chosen just for you." (Note: Some show titles were changed slightly in later incarnations; for example *Tic Tac Dough* was revived as *The New Tic Tac Dough*.)

1. Art Fleming, Alex Trebek
2. Peter Marshall, John Davidson
3. Chuck Woolery, Pat Sajak, Rolf Benirschke, Bob Goen
4. Bill Cullen, Dick Clark, John Davidson
5. Richard Dawson, Ray Combs
6. Groucho Marx, Buddy Hackett
7. Alex Trebek, Wink Martindale
8. Bob Eubanks, Paul Rodriguez

9. Bill Cullen, Bob Barker, Dennis James, Tom Kennedy
10. Gene Rayburn, Ross Shafer
11. Allen Ludden, Tom Kennedy, Bert Convy
12. Bert Convy, Vicki Lawrence, Robb Weller, Marc Price
13. John Daly, Wally Bruner, Larry Blyden
14. Red Benson, Bill Cullen, George DeWitt, Richard Hayes, Dennis James, Tom Kennedy, Jim Lange
15. Jack Barry, Bill Cullen, Pat Finn
16. Jan Murray, Geoff Edwards
17. Garry Moore, Steve Allen, Bill Cullen
18. Bud Collyer, Garry Moore, Joe Garagiola, Robin Ward, Gordon Elliott, Lynn Swann, Alex Trebek

—Lou Kesten

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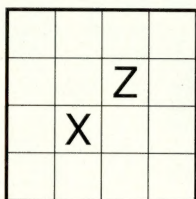
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## WORDPLAY

## PURE X-TO-Z

Can you complete the word square below by placing one letter per square to form eight different four-letter words reading across and down? All the words are common and uncapitalized.

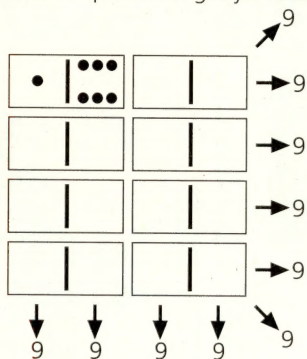


—Merl Reagle

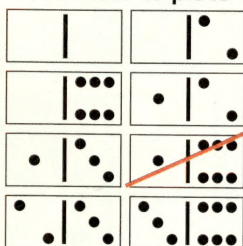
## LOOK

## IN THE PIP LINE

The eight dominoes at the bottom can be placed in the grid in such a way that each row, column, and main diagonal contains exactly nine pips. Each domino must be used once, and they may be turned before positioning. One domino has been placed to get you started.



## Dominoes to place



—Guney Mentres

## Black vs. White in Living Color: THE FISCHER-SPASSKY TAPES

After years of legal wrangling, the *incredible* video record of the "Chess Match of the Century" has finally been made available! This legendary world championship match, played in Reykjavik, Iceland, in 1972, pitted the American genius Bobby Fischer against the indomitable Soviet grandmaster Boris Spassky.

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and snorts and  
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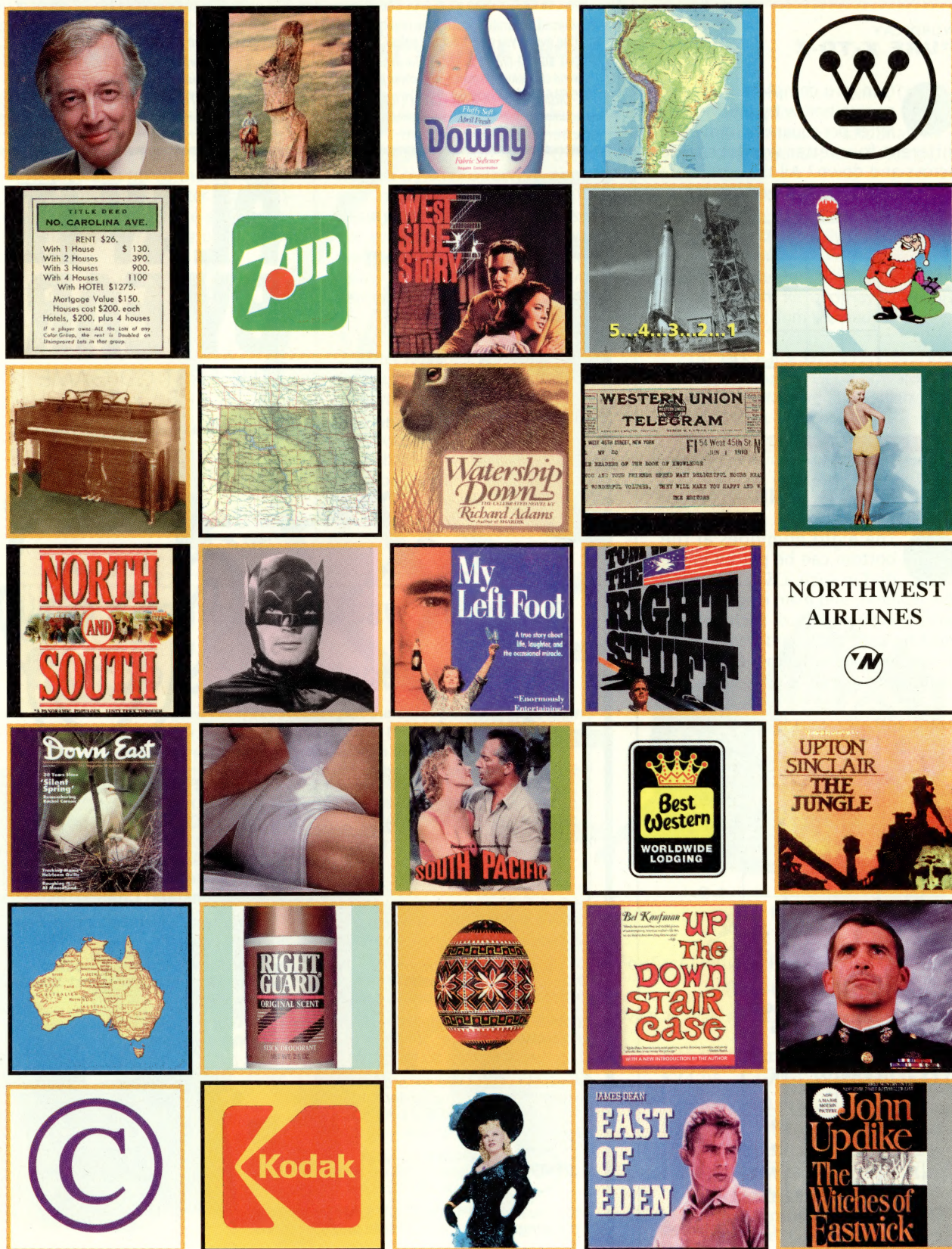


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# picto•maze

At a glance you might not guess that the 35 pictures below form a maze. The object is to start at the center square (*My Left Foot*) and find a path around the maze and back to the center, moving from square to square according to the directions named in or suggested by the pictures. For example, starting with *My Left Foot*, you would move LEFT to the picture of Batman, portrayed by Adam West. From there you would move WEST (the equivalent of LEFT) to the book *North and South*. At this point you have a choice—to go NORTH or SOUTH? Movement is always horizontal or vertical—never diagonal. Can you find the only path back to the middle? ANSWER, PAGE 43 ★★ By John Chaneski





# I'm Tied Up at the Moment—Unraveling Rubik's TANGLE



You won't be able to answer the phone, the door, or your family once you start trying to unravel Rubik's TANGLE. That's because it has  $1,746 \times 10^{38}$  possible combinations, but only 2 are correct!

TANGLE consists of 25 tiles, each printed with the same pattern of ropes. Only the color of the ropes varies. The object is to arrange the tiles so the colored ends match up on all sides.

a

b

c

d

e

f

g

Where is the only space to correctly fit the piece being held? And which knots will open if you pull both ends of the rope?

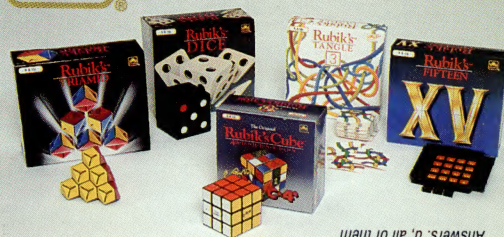
There are 4 different TANGLE puzzles which you can put together for a giant 10 x 10 grid. Or try one of Rubik's other puzzle games: TRIAMID, DICE, FIFTEEN and the unforgettable CUBE, now with an added twist.

Look for Rubik's Puzzle games at your favorite retailer or call

**1-800-236-7123**



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Answers: d, all of them



# HOW TO CHANGE YOUR HONEY INTO MONEY, YOUR NAME INTO FAME.



## UPWORDS

### THE 3-DIMENSIONAL WORD GAME

Upwords is the challenging word game that lets you make words across and down—and change words by stacking letters. With Upwords you can build higher and higher for bigger and bigger scores. For those who love word games, nothing else stacks up to Upwords. It's an extra dimension in fun! Play Upwords — the 3-dimensional word game from Milton Bradley.

